

Title: **Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AnimaRytak** on **January 06, 2013, 05:03:44 pm**



"We have treasures of the ages piled around the fort in heaps of rotting garbage and flesh. We've created a home for a malevolent deity of ill fortune who seems predisposed to strike at us, the players, directly, in a way not seen since the days of the Virtual Boy. Our riches are guarded, not by traps or dwarven steel, but by the fact that the surface around us is so full of the murderous, the insane, and the murderously insane that one group of looters merely gets massacred by a group of marauders, and that's before the horrible abominations against nature trundle through and decapitate and/or assimilate the survivors. We have seen kobolds become conquerors, seen the very walls fracture and crumble before unnatural misfortune and poor forethought, and placed all our hopes in a batch of tortured, soulless children and the literal avatar of annihilation itself, because every other God worth mentioning turned away from us in horror a long, long time ago. Our home is no more and no less than a beacon of slaughter, a living, breathing organism that eats life, drinks hope, and shits misery as every sentient race in the known world gathers here to offer their best and bravest at the altar of Terry.

Nietzsche wrote, "He who fights with monsters should look to it that he himself does not become a monster. And when you gaze long into an abyss the abyss also gazes into you." Friends, we are not he who fights monsters. We are not he who gazes into the abyss.

We're the thing in the abyss that's gazing back!"

--Kefkakrazy

Sequel to the legendary Deathgate! (<http://www.bay12forums.com/smf/index.php?topic=84451.0>)

Still on TvTropes! (<http://tvtropes.org/pmwiki/pmwiki.php/DwarfFortress/Deathgate>)

Quotes:
Quote from: Lolfail0009
Quote from: kefkakrazy
Quote
Here we have Dortimus, the ultimate punching bag. For some odd reason, 2 entire squads went for her. After she fell unconscious, they all proceeded to break all of her ribs repeatedly for 2 ingame days before one of them headshotted her.
Terry almighty.
Those voidspawn must have been pro-life, to go after the Abortionist like that.
Quotes section. Now.
Quote from: SanDiego
One <i>thousand</i> and fifty three female goblins? That's either bug or you were the worst back-alley abortionist EVER.
Quote from: kefkakrazy
Honestly, random crossbow-based surgical experimentation is probably a step up when it comes to Mad Fool's ethical practices.
Quote from: CognitiveDissonance
You misunderstand. Those are Goblin migrants, who have heard about the wealth of the fortress and have come to live in our cages/moats/arenas.
Quote from: Teh_Idort
Murder-Machines, You aren't welcome unless you have had somebody inside you at least once.
Quote from: kefkakrazy
So do we actually have any animals here, or is Murdermachines just the universe's biggest furry convention slash charnel house?
Quote from: Yuli Vlasi
TalonisWolf, sadly the deathcount has not reached the thousands yet. We are at 782 right now. Fun fact: About 1/7 of all deaths that occured in Murdermachines have been caused by the void god.

Introduction:
When I died, I expected to enter the Golden Halls of the Stonemaker and take my place among my ancestors. I expected feasts and fine ale for all eternity; my reward for my tireless crusade against the foul demons that threatened our world. Instead, as I stood before the Eternal Gate, I found them closed to me and my brothers. My fallen comrades and I sat before the Eternal Gate, hoping it would someday open to us. We prayed to the Stonemaker, sang songs in his name, and hoped he would make his will known to us.

Finally, his voice came to us.

The Stonemaker told us the truth. In our struggle against the demons, we had become tainted. The moment my kin entered Hell, our souls were forever tainted in the Stonemaker's eyes. Our unclean souls would never reside within his Golden Halls. The noble crusade my people had devoted ourselves too, the selfless belief that we would protect the world, had damned us. We begged for a way to cleanse our souls. Yet our pleas fell on deaf ears. Never would we see the Golden Halls. Our punishment was not complete however; the Stonemaker would not let us dwell in purgatory before the Eternal Gate. He cast us out into the abyss.

Into that horrible... cold, black void...

There was nothing but emptiness. All of us were trapped in that void; there was no light, no sensation, and the only sound was the screams of our brethren. We could only scream.

But as we languished, we found him, the end to our lament. He, the black formless mass from the void, told us that he had been watching the inhabitants of Deathgate. And he offered us a deal, an escape. And it was through Him we found salvation. He taught us to escape the void and to return to the world of the living. We learned to possess the bodies of living dwarves and, in exchange for their souls, we could take their bodies as our own. Alas our skills were imperfect; at first we would forget ourselves upon taking a new body; however in death, our memories would always return to us. As time went on, we were able to retain more and more of ourselves. While we wanted to ensure our immortality and avoid the Abyss forever, we could never make the preparations we needed. And worst of all, each time we died and were forced to take another body, our souls became further tainted; becoming further divorced from the dwarves we had once been. Despite the price, it meant avoiding that terrible fate of the Abyss...

But then Deathgate was swallowed by the Chaos god. This was a cataclysmic time and many of my brothers, and myself, were in the Abyss when the last of the dwarves fell. At first we thought ourselves lucky to have avoided such a fate. But then we found we were unable to possess the bodies of other races. We were left forever trapped in the void, unable to do anything but scream into the endless blackness.

I don't know how long we were remained in that void. A day, a year, a century? Time has no meaning in the Abyss. But during that time, I changed.

I went insane; as did we all. With no stimuli for our mind, I lost all sense of self. My memories merged with those belonging to the bodies I had possessed. My subconscious and my conscious mind slowly dissolved into one and my being expanded outwards. Over time I grew hungry for meaning, for purpose. So I began to consume the souls of humans to sate my desire. I was not alone in this, several of my other brethren followed suit. Through our hunger we became powerful and the world became visible in ours mind's eye. Slowly we learned the secrets of the Abyss. Yet we remained unsatisfied. Although we held knowledge and power, we were still trapped in the void. And since the Abyss was immutable, we could never bend it to our will. For all our power, we were could do nothing but toy with the humans and feast upon their straying souls.

We had become like Him; the dark voice of the Abyss that gave us hope and a way to originally escape. From time to time, he would speak to us. Both He Who Dwells in the Void and ourselves could never escape.

But then I felt the soul of a dwarf.

Not a soul belonging to my brethren, these souls were still untouched by the taint that had damned us here. I could feel them beyond the veil of the Abyss, beyond the world we knew. It wasn't just one or two souls; no, it thousands of them. I had found my and my brethren's salvation from this foul Abyss. Another world, filled with souls and ripe for the conquest. We could take new bodies, create a new dwarven empire, and never again dwell in the Abyss.

I plunged through the black veil and let my eyes view the new world.

- Information:**
Dwarf Fortress v. 34.11
Custom Modded
- Rules:**
- Each player has one in-game year to run the fortress.
 - Each player has two weeks real time to finish their turn. This time frame may be changed if deemed necessary.
 - Once the previous players turn ends, you have 48 hours to begin your turn.
 - Try** not to kill the fortress.

- Succession List:**
- AnimaRytak - Started 01/08/2013 - Ended 01/11/2013: 1 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg3936619#msg3936619>) 2 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg3938852#msg3938852>) 3 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg3941851#msg3941851>) 4 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg3944273#msg3944273>)
 - StLeibowitz - Started 01/13/2013 - Ended 01/27/2013: 1 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg3949955#msg3949955>) 2 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg3954189#msg3954189>) 3 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg3956847#msg3956847>) 4 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg3962454#msg3962454>) 5 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg3968521#msg3968521>) 6 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg3985378#msg3985378>)
 - InsanityIncarnate - Started 02/01/2013 - End 02/16/2013: 1 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg3995407#msg3995407>) 2 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg3997977#msg3997977>) 3 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4021918#msg4021918>)
 - bulborbish - Started 02/17/2013- 03/03/2013: 1 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4047417#msg4047417>) 2 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4047417#msg4047417>)

5. slowpokez - Started 03/03/2013 - Ended 03/07/2013 1 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4073513#msg4073513>) 2 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4085265#msg4085265>)

6. peregarrett - Started 03/26/2013 - Ended 03/04/2013 1 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4132838#msg4132838>) 2 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4139981#msg4139981>) 3 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4141505#msg4141505>) 4 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4141897#msg4141897>) 5 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4141933#msg4141933>) 6 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4143093#msg4143093>) 7 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4148641#msg4148641>) 8 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4148706#msg4148706>) 9 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4150860#msg4150860>) 10 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4151917#msg4151917>)

7. Chimpanzee - Started 04/05/2013 - Ended 04/15/2013: 1 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4155036#msg4155036>) 2 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4157253#msg4157253>) 3 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4159471#msg4159471>) 4 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4162032#msg4162032>) 5 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4166387#msg4166387>) 6 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4169504#msg4169504>) 7 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4172841#msg4172841>) 8 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4178006#msg4178006>) 9 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4178349#msg4178349>)

9. Yuli Vlasi - Start 05/03/2013 - End 05/12/2013: 1 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4221966#msg4221966>) 2 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4226237#msg4226237>) 3 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4231042#msg4231042>) 4 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4240030#msg4240030>) 5 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4240193#msg4240193>) 6 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4242589#msg4242589>)

10. kefkacrazy - Start 05/18/2013 - End 05/20/2013: 1 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4256963#msg4256963>) 2 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4260941#msg4260941>)

11. AnimaRytak - Start 05/21/2013 - End 05/31/2013: 1 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4261798#msg4261798>) 2 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4267763#msg4267763>) 3 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4273346#msg4273346>) 4 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4276323#msg4276323>) 5 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4278545#msg4278545>) 6 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4282387#msg4282387>) 7 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4286570#msg4286570>)

12. GentlemanRaptor - Started 06/02/2013 - Ended 06/15/2013: 1 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4290447#msg4290447>) 2 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4298648#msg4298648>) 3 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4309865#msg4309865>) 4 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4312592#msg4312592>) 5 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4323458#msg4323458>)

13. SanDiego - Started 06/16/2013 - 06/26/2013: 1 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4325527#msg4325527>) 2 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4327773#msg4327773>) 3 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4338138#msg4338138>) 4 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4344965#msg4344965>) 5 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4350124#msg4350124>)

14. thegoatgod_pan - Started 07/07/2013 - Ended 07/12/2013: 1 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4387931#msg4387931>) 2 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4390495#msg4390495>)

15. Nonsequitorian - Started 07/20/2013 - Ended 07/24/2013: 1 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4420027#msg4420027>) 2 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4424493#msg4424493>) 3 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4432893#msg4432893>)

16. gunpowdertea - Started 08/12/2013 - Ended 08/22/2013: 1 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4487076#msg4487076>) 2 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4490681#msg4490681>) 3 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg449734#msg449734>) 4 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4519319#msg4519319>)

17. Yuli Vlasi - Started 09/17/2013 - End 10/5/2013: 1 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4643061#msg4643061>)

18. peregarrett - Started 10/07/2013: 1 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4669970#msg4669970>)

19. Krevsin

20. wlerin

21. Kazimuth

22. Tryrar

--. Kefkakrazy

--. gunpowdertea

666. AnimaRytak 1 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg5028503#msg5028503>) 2 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg5031085#msg5031085>) 3 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg5035391#msg5035391>) 4 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg5032477#msg5032477>) 5 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg5043315#msg5043315>) 6 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg5053112#msg5053112>) 7 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg5066229#msg5066229>) 8 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg5078772#msg5078772>) 9 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg5087565#msg5087565>) 10 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg5105609#msg5105609>)

Dwarf Journals

Derm's Journal: 1 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg3949969#msg3949969>) 2 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg3954203#msg3954203>)

The Mad Fool's Journal 1 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4056430#msg4056430>) 2 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4086804#msg4086804>) 3 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4261110#msg4261110>) 4 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4357968#msg4357968>) 5 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4469858#msg4469858>)

Yuli Vlasi's Journal: 1 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4074034#msg4074034>) 2 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4127158#msg4127158>)

xSkeletalx: 1 (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4286836#msg4286836>)

Dorf-inator:

Dwarf List (<https://docs.google.com/spreadsheets/ccc?key=0AISo5hVNjBAqdGUxNmW5dEFqVG91Nm1Jb2xKRk02NVE#gid=0>)

Dorfling is done via this list. Add yourself to a row and make a thread post about adding yourself to the list.

Dorfling is done on a first come, first serve basis.

Fan Contributions

Our Greeting Party (http://i1210.photobucket.com/albums/cc401/zlowpoke/birdwo_zpsf978edf1.png) by Slowpokez

Prosnorkulus and his Axe (http://i1210.photobucket.com/albums/cc401/zlowpoke/Pro_zpsfe5c724d.png) by Slowpokez

The Wereape Alu Odiyarenuna (http://i1210.photobucket.com/albums/cc401/zlowpoke/Nowweknowwhy_zps7c200879.png) by Slowpokez

The First Elven Caravan:1 (http://i1210.photobucket.com/albums/cc401/zlowpoke/mmu1_zps5504608a.png) 2 (http://i1210.photobucket.com/albums/cc401/zlowpoke/mmu2_zpsd8376195.png) 3 (http://i1210.photobucket.com/albums/cc401/zlowpoke/mmu3_zps5ac6c980.png) 4 (http://i1210.photobucket.com/albums/cc401/zlowpoke/mmu4_zps35f707c0.png) 5 (http://i1210.photobucket.com/albums/cc401/zlowpoke/mmu5_zps7ff17d12.png) by Slowpokez

Voidspawn Soldier (<http://i.imgur.com/EqG8T.png>) by Yuli Vlasi

Notable Screens:

Dortimus, (A Really Bad) Back-Alley Abortionist or a Misogynist (<http://oi50.tinypic.com/2a7sgu8.jpg>)

Current Save:

Here (<http://dfdd.wimbli.com/file.php?id=8022>) (Last Updated October 6nd, 2013)

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Dermonster** on **January 06, 2013, 05:09:37 pm**

Can we be dorfed without running a year?

If yes, I'll take the milita commander.

Name: Derm
Job Name: Military Overseer. Title: 'Fearbreak(er?)'
Profession: Axedwarf

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **January 06, 2013, 05:12:42 pm**

Quote from: dermonster on January 06, 2013, 05:09:37 pm

Can we be dorfed without running a year?

If yes, I'll take the milita commander.

Name: Derm
Job Name: Military Overseer. Title: 'Fearbreak(er?)'
Profession: Axedwarf

Of course! The more dorfs, the better.

Just remember, all dorfs are playing the Body Surf game. We're basically ghosts that keep snatching bodies for fun and profit.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Dermonster** on **January 06, 2013, 05:14:41 pm**

Excellent. I have permanently reclaimed my rightful position then.

If I remember right, in the previous deathgate I was actually four dwarves at once and in a bad end I punched out a flaming forgotten beast in one hit without injury. As the mayor.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Orange Wizard** on **January 06, 2013, 05:26:14 pm**

I'll take a turn and a dwarf, please.

Name: Cassetheru if male, Cassatheru if female
Job Name: The [creature s/he doesn't like]slayer
Profession: Chief Medical Dwarf (only enable diagnosis, butchery and surgery. Make him/her haul if there's nothing to do)

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **January 06, 2013, 05:29:56 pm**

Quote from: InsanityIncarnate on January 06, 2013, 05:26:14 pm

I'll take a turn and a dwarf, please.

Name: Cassetheru if male, Cassatheru if female
Job Name: The [creature s/he doesn't like]slayer
Profession: Chief Medical Dwarf (only enable diagnosis, butchery and surgery. Make him/her haul if there's nothing to do)

The Mad Fool has a rival I see.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **StLeibowitz** on **January 06, 2013, 07:02:26 pm**

Name: Saint
Job Name: Templar of Armok
Profession: Marksdwarf, possibly also weaponsmith.

I would like a turn, please :) Should give me some experience for my turn in Horrorfailed if that fortress survives 30 years of existence.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Orange Wizard** on **January 06, 2013, 08:46:18 pm**

Quote from: AnimaRytak on January 06, 2013, 05:29:56 pm

Quote from: InsanltyIncarnate on January 06, 2013, 05:26:14 pm

I'll take a turn and a dwarf, please.

Name: Cassetheru if male, Cassatheru is female
Job Name: The [creature s/he doesn't like]slayer
Profession: Chief Medical Dwarf (only enable diagnosis, butchery and surgery. Make him/her haul if there's nothing to do)

The Mad Fool has a rival I see.

An unwitting rival at that. I never had anything to do with Deathgate, so I know absolutely nothing about it.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **slowpokez** on **January 06, 2013, 09:08:19 pm**

I'm in for a turn and if possible I'd also be up for a dorfing. :P
Name: Prosnorkulus.
Profession:Axedwarf.
Preferably quite fat.

Edit:Am I 3d or 4th?
Edit2: ???

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **bulborbish** on **January 06, 2013, 10:04:27 pm**

I guess I'll take a turn as a Overseer and a Dwarf

Name: Ulborb
Job Name: Stonemurderer
Profession: Miner, maybe some ranks in mason (I guess not as important as miner)

Of course, I completely suck at military, so hopefully I don't drive the fortress into the ground.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Jbg97** on **January 07, 2013, 05:31:17 am**

I'll take a dwarf!
Name: Jables
Job Name: Stoneman
Profession: Miner/Axedwarf

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Gentlefish** on **January 07, 2013, 08:06:07 am**

Name: Puff
Job Name: Stonewhisperer
Profession: Mason/Mechanic

Also a turn at year 4 please.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **NRDL** on **January 07, 2013, 08:18:51 am**

Name: Baelor the Malevolent :P
Profession: swordsdwarf (when you decide to get a military up)

I almost missed this thread. Almost. BTW, I don't actually want a turn. Just a dorfing.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **peregarrett** on **January 07, 2013, 08:22:53 am**

Gar, the male metalsmith, please! Will work with most valuable available metal to increase fortress wealth beyond the limits.
Also, I want a turn.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **☺!!Troll Fur Sock!!☺** on **January 07, 2013, 09:03:06 am**

Derpislava, female mechanic, siege engineer/operator and speardorf, please.

"Overseer" means joining the succession list? If yes, find a place for me on it.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Chimpanzee** on **January 07, 2013, 09:28:25 am**

I wanna be either dwarf'd or kobold'd and take a turn, please.
You decide whether a dwarf or a kobold.
Name: Pan (if dwarf), Aslod (if kobold), Let RNG decide gender.
Job Name: ~~Woodsmen~~ Foe of Elves or Earthsman if dwarf, Grim Totem if kobold.
Profession: Either miner or carpenter if dwarf, or chained somewhere if kobold for traffic control.

Btw, do you like my badly-drawn avatar? It's the kobold Aslod with an ☺addy scimitar☺ he's found in a you-know-what, with a smear of
Spoiler (click to show/hide)
clown goo.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **jesternario** on **January 07, 2013, 02:41:00 pm**

I'll at the very least be watching for sure. The name alone grants interest.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Vlasí** on **January 07, 2013, 03:51:34 pm**

Me reading through the board:

Quote

The Hall of Le...
Dwarf Fortress B...
Murdermachines - Invasion o...
Oceanbridge - A Fortres-

WAIT WHAT?!

Quote

Murdermachines - Invasion of the Body Snatchers! (Deathgate II)

Quote

Deathgate II

....

o.o

~.o

o.-

O.O

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Vlasí** on **January 07, 2013, 04:00:50 pm**

I'd absolutely like to have a turn on this.

Name: Gorel
Profession: Gemcutter/ Miner/ Glassmaker if Murdermachines has any sand
As for the job name I don't want anything special and I don't care about the gender either. Just randomly grab one, it'll be fine.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Mr Space Cat** on **January 07, 2013, 06:41:47 pm**

Oh hey, looky looky.

Name: Space Cat
Job Name: That One Guy (girl, if that comes up)
Profession: Preferably an axedorf soldier. The less skilled the dorf for dorfing, the better for the lulz.

I'm hesitant about signing up for a turn, seeing how my turn in Horrorfailed is coming up somewhat soon-ish. Put me down anyway, if I'm unable to do it once the turn rolls around we can just delay it and let the next ~~poor~~ ~~see~~ skilled individual manage the fort.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **☺!!Troll Fur Sock!!☺** on **January 07, 2013, 06:56:20 pm**

So, I see we have some military dorfs... Let's get em all in one squad, for teh lolz, lol. I bet I will die first.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Pitchblende** on **January 07, 2013, 07:09:59 pm**

Awsome.

Name:Pitchblende
Job Name:Artificer
Profession:Weaponsmith

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **January 07, 2013, 07:10:58 pm**

Quote from: [!!!Troll Fur Sock!!!](#) on January 07, 2013, 06:56:20 pm
So, I see we have some military dorfs... Let's get em all in one squad, for teh lolz, lol. I bet I will die first.

If precedent is anything to go on, the military is doomed.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Dermonster** on **January 07, 2013, 07:12:21 pm**

Have you *heard* of me?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **January 07, 2013, 07:23:58 pm**

Alright folks, time to begin world gen.

I'm going to include a custom, hostile race in this version. Be warned, they are extremely potent.

I'm also going to be placing us down in a hostile land. There's so many possibilities in this new version and it's Deathgate's job to break them all.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **January 07, 2013, 08:28:13 pm**

Quote from: AnimaRytak on January 06, 2013, 05:12:42 pm
Quote from: dermonster on January 06, 2013, 05:09:37 pm
Can we be dorfed without running a year?

If yes, I'll take the milita commander.

Name: Derm
Job Name: Military Overseer. Title: 'Fearbreak(er?)'
Profession: Axedwarf

Of course! The more dorfs, the better.

Just remember, all dorfs are playing the Body Surf game. We're basically ghosts that keep snatching bodies for fun and profit.

I'd like to be dorfed as Krosan, marksdwarf or axedwarf.

I'd also, if such is acceptable, like to request that the first baby born in Murdermachines be named Lashidang.

I'd also like to be added to the turn list!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **bulborbish** on **January 07, 2013, 08:52:23 pm**

Quote from: AnimaRytak on January 07, 2013, 07:23:58 pm
Alright folks, time to begin world gen.

I'm going to include a custom, hostile race in this version. Be warned, they are extremely potent.

I'm also going to be placing us down in a hostile land. There's so many possibilities in this new version and it's Deathgate's job to break them all.

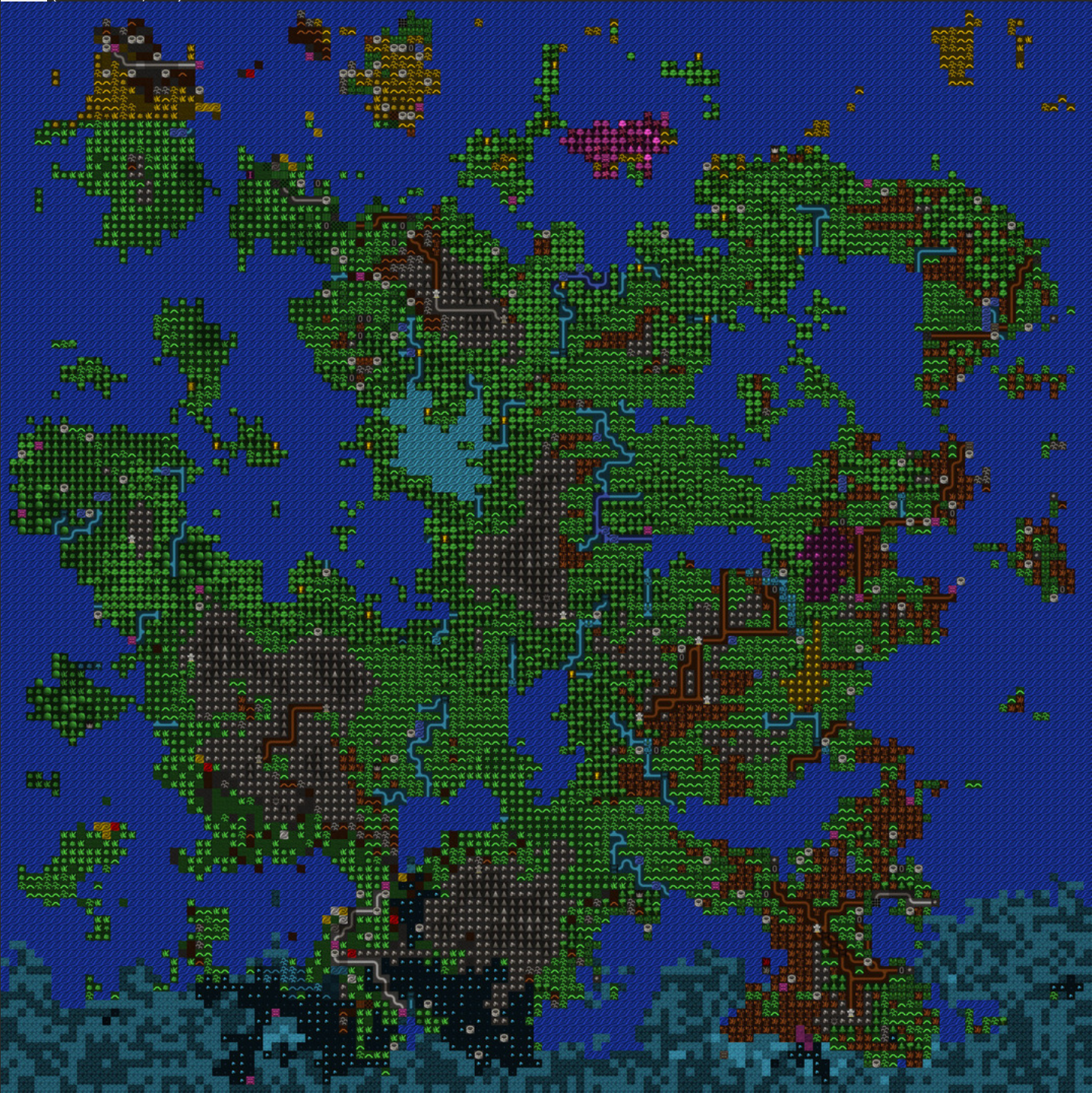
So I guess that I will be the last overseer. I can't guarantee that I will preform well against things that require military.

Then again, I guess that I have traps and reserves.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **January 07, 2013, 09:16:36 pm**

Prospective Worldgen Map

[Spoiler](#) (click to show/hide)



My little surprise inhabits a very large portion of the north-western segment of the map. I didn't preform an advanced gen to up evilness, although I may do that before we begin.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **GentlemanRaptor** on **January 07, 2013, 09:58:05 pm**

I like the continents on that one.
Also, I'd like to snag a dwarf.
Name: Raptor
Job Name: Sniper
Profession: Marksdwarf.
Oh, and I'd like to try a turn at running the fort.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Chimpanzee** on **January 08, 2013, 01:57:48 am**

Hey, why am I missing from the succession list?
I've made a post somewhere here, please check it.

Edit: Already fixed. Can't do anything but let out an evil laugh. >:D

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **slowpokez** on **January 08, 2013, 03:22:27 am**

[Quote from: Chimpanzee on January 08, 2013, 01:57:48 am](#)
Hey, why am I missing from the succession list?
I've made a post somewhere here, please check it.

same... :-\

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **January 08, 2013, 09:57:48 am**

Succession list corrected.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **MrGrau** on **January 08, 2013, 10:07:40 am**

Good God. I can already see the horror that is going to grow from MurderMachines.
Hell, I'd love to put a dwarf of mine in that horror.

So I'll request myself a dwarf;
Name: Grau
Job Name: The Grey Vormund
Profession: Swordsdwarf

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **January 08, 2013, 10:29:59 am**

Alright ladies and gentleman, site selection has begun.

Currently selection criteria is as follows.

- Flux Stone
- High Metal Variety
- High Savagery
- "Voidspawn" Civilization access
- Evil Biome
- Magma Access

Interest was expressed in an aquifer in the Deathgate thread. However these criteria are up for debate, so most your suggestions for a site.

If a valid site cannot be found, the world will be regened with advanced parameters.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Viasi** on **January 08, 2013, 10:36:44 am**

Voidspawn? Is that the surprise or a dwarven civilisation?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **January 08, 2013, 10:42:19 am**

[Quote from: Yuli Viasi on January 08, 2013, 10:36:44 am](#)
Voidspawn? Is that the surprise or a dwarven civilisation?

[Spoiler](#) (click to show/hide)

[ALL_ACTIVE]
[EXTRAVISION]
[LIKES_FIGHTING]
[PARALYZEIMMUNE]
[NO_EAT][NO_DRINK]
[NOSTUN][NOFEAR]
[NOEXERT]
[NO_DIZZINESS]
[NO_FEVERS]
[NO_SLEEP]
[NOBREATHE]
[NONAUSEA]
[NOPAIN][NOSTUN]
[NOTHOUGHT]
[CANNOT_UNDEAD]
[OPPOSED_TO_LIFE]
[NO_THOUGHT_CENTER_FOR_MOVEMENT]
[UTTERANCES]

You decide :D

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Nonsequitorian** on **January 08, 2013, 10:54:57 am**

Please put me on the list. I can't wait to do some sort of write up for this thing. The Brewery was fun and all, but settling hell is a little more hardcore!

Also a dorf, bitte. Thorkild Járnöx, Axedwarf, woodcutter, and carpenter

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Viasi** on **January 08, 2013, 11:25:55 am**

[Quote from: AnimaRytak on January 08, 2013, 10:42:19 am](#)

[Spoiler](#) (click to show/hide)

[ALL_ACTIVE]
[EXTRAVISION]
[LIKES_FIGHTING]
[PARALYZEIMMUNE]
[NO_EAT][NO_DRINK]
[NOSTUN][NOFEAR]
[NOEXERT]
[NO_DIZZINESS]
[NO_FEVERS]
[NO_SLEEP]
[NOBREATHE]
[NONAUSEA]
[NOPAIN][NOSTUN]
[NOTHOUGHT]
[CANNOT_UNDEAD]
[OPPOSED_TO_LIFE]
[NO_THOUGHT_CENTER_FOR_MOVEMENT]
[UTTERANCES]

I am scared. Oh shit. I don't even...

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **January 08, 2013, 11:32:23 am**

[Quote from: Yuli Viasi on January 08, 2013, 11:25:55 am](#)

[Quote from: AnimaRytak on January 08, 2013, 10:42:19 am](#)

[Spoiler](#) (click to show/hide)

[ALL_ACTIVE]
[EXTRAVISION]
[LIKES_FIGHTING]
[PARALYZEIMMUNE]
[NO_EAT][NO_DRINK]
[NOSTUN][NOFEAR]
[NOEXERT]
[NO_DIZZINESS]
[NO_FEVERS]
[NO_SLEEP]
[NOBREATHE]
[NONAUSEA]
[NOPAIN][NOSTUN]
[NOTHOUGHT]
[CANNOT_UNDEAD]
[OPPOSED_TO_LIFE]
[NO_THOUGHT_CENTER_FOR_MOVEMENT]
[UTTERANCES]

I am scared. Oh shit. I don't even...

Don't forget this part.
Spoiler (click to show/hide)
[SYNDROME]
[SYN_NAME:greater taint]
[SYN_AFFECTED_CLASS:GENERAL_POISON]
[SYN_IMMUNE_CREATURE:VOIDSPAWN:ALL]
[SYN_INJECTED]
[CE_BLISTERS:PROB:75:SEV:100:START:100:PEAK:1500:END:2000]
[CE_VOMIT_BLOOD:PROB:75:SEV:100:START:150:PEAK:1500:END:2000]
[CE_DIZZINESS:PROB:75:SEV:100:START:10:PEAK:1500:END:2000]
[CE_NECROSIS:PROB:75:SEV:100:START:500:PEAK:1500:END:2000]
[CE_BODY_TRANSFORMATION:PROB:98:START:1800]
[CE:CREATURE:VOIDSPAWN:THRALL]
[CE_ADD_TAG:NOT_LIVING:START:1800]
[CE_ADD_TAG:OPPOSED_TO_LIFE:START:1800]

Also, the dwarven name of our fortress?

Usanstakud Nazushmestthos

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Viasi** on **January 08, 2013, 11:34:02 am**

Sounds like alot of fun.
BRING IT!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **SanDiego** on **January 08, 2013, 11:34:33 am**

Invasion of insane body-possessors? Without me? Never! I would like to have a turn in this one, along with a dwarf:
SanDiego, jobs: Building designer, Mechanic, Siege engineer; Proffesion title: El Mechanico

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AoshimaMichio** on **January 08, 2013, 12:01:32 pm**

Deathgate II?
I absolutely have to request dorfing!

Name: Aoshi
Job Name: Rocker
Profession: Miner

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **peregarrett** on **January 08, 2013, 12:41:25 pm**

Quote from: AnimaRytak on January 08, 2013, 10:29:59 am
Alright ladies and gentleman, site selection has begun.

Currently selection criteria is as follows.

- Flux Stone
- High Metal Variety
- High Savagery
- "Voidspawn" Civilization access
- Evil Biome
- Magma Access

Interest was expressed in an aquifer in the Deathgate thread. However these criteria are up for debate, so most your suggestions for a site.

If a valid site cannot be found, the world will be regened with advanced parameters.

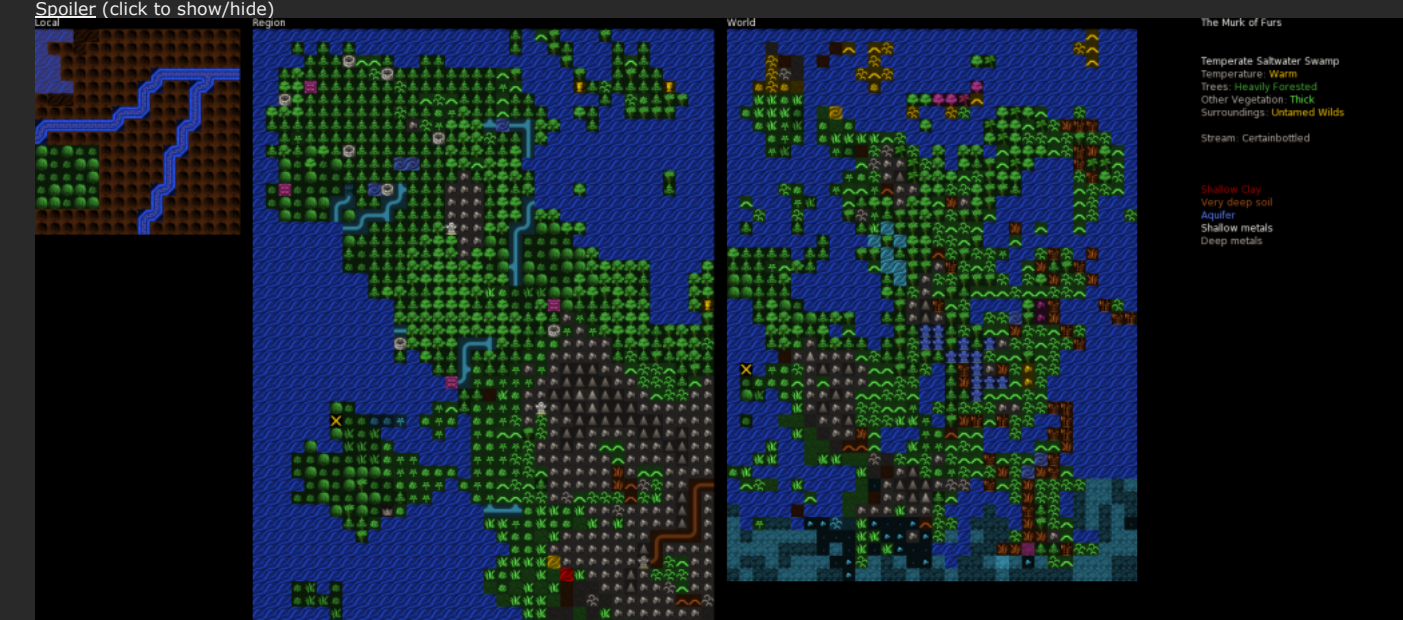
Sorry if it sonds elfy, but wont evil biome feature make it hardly playable? It's great as self-challenge, but succession game in this surroundings can quickly turn unsalvagible and unreclaimable. Instead I suggest choosing a site with a necromancer tower nearby, or at least make sure there are some part of non-evil biome, so there is zombie-free place.
Though, I will do my best during my turn. Also, I think having ocean coast on the site would be great.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **January 08, 2013, 01:11:45 pm**

Journal of Ber Gisekmuthkat, Expedition Leader. Autumn, 250
King Atir Ingizmuzish has commissioned myself and six other dwarves to establish a logging outpost in the Murk of Furs, a small island that is attached to the mainland by a tiny isthmus. Truth be told, I don't know why the king insists on establishing outposts this close to the frontier, especially with the troubles of late. We have safer and equally plentiful forests farther from the border. However it is not my place to question the king's will. We have been preparing for the journey for a month at a nearby fortress and we plan to depart in the morning. The equatorial autumn is quite mild here, and we shouldn't encounter any adverse weather. And hopefully we will avoid the worst of the mosquitoes as well.

I only hope there aren't any setbacks.

There is a map folded inside the journal.



There are seven of us in this expedition. Myself, Ber Gisekmuthkat, the leader of this expedition, it's chief administrator, as well as it's doctor. Vutok Ostarsodel, our axedwarf and manager, a dwarf with whom I cannot see eye to eye. Our mining crew consists of Bomrek Ibelsodel, a friend of mine, and his comrade Likot Stigazlibash. Farming duty is split between Aban Athelgerig and Feb Mozirlogem. Our lone craftsman is named Stukos Gingbomrek and he is charge of carpentry, stone crafting, and mechanics.

We carry with us numerous animals for food, as well good stocks of lumber so we may establish a foot hold before the lumberjacks arrive next autumn. Stukos insisted on bringing an anvil with us, despite the fact that none of us our trained blacksmiths. He dismisses my skepticism and claims he is a quicker learner.

Journal of Ber Gisekmuthkat, Expedition Leader. Autumn 250
Our initial plan was to cross the narrow channel between the northern section of the island and the mainland. However it seems the king's royal cartographers were wrong about the channel. The waterway is far rougher than we had anticipated and is far too rocky for us to cross with barges. Because of this, we must now travel south along the coast until we reach the isthmus to the island. I expect us to reach the site before winter's end. Thankfully, snow shouldn't be an issue this far south.

Journal of Ber Gisekmuthkat, Expedition Leader. Late Autumn 250
For the past week, I've been feeling somewhat ill. It started with fatigue and a poor appetite, but within days it had worsened considerably. I have trouble walking due to weakness in my legs and I often feel lightheaded. While the others haven't said anything, I know they are worried; I am the only doctor in the expedition as well as the chief administrator. If I die, the outpost will likely fail.

I do not want to worry them, but I fear something other than a physical malady is wrong with me. When I sleep at night, I hear whispers. They've been growing louder each night and I've grown more and more restless.

When it's quiet, I can almost hear them when I'm awake. This is very worrisome, but I cannot tell the others.

Journal of Ber Gisekmuthkat, Expedition Leader. Late Autumn 250
We've crossed the isthmus today.

The others are scared, especially Bomrek. I cannot walk any longer and have trouble staying conscious for more than a few hours. I'm constantly tired and still feel little desire to eat.

I fear this journey will be my death.

Journal of Vutok Ostarsodel, Administrator, Early Winter
Ber would not wake this morning. Although she is breathing, all attempts at waking her have failed. I fear whatever she has contracted will soon be the death of her. With her incapacitated, I am responsible for the expedition and it's health. So I've ordered her wrapped in cloth and carried on the back of the wagon. Despite the fear that her sickness is contagious, she is simply too useful to discard. While I loathe that woman's guts, the expedition comes first. Bomrek would not allow us to do so anyways; he is the only one who actually calls that woman "friend".

Feb is worried as, by his admission, he is quick to take ill. I tell him not to worry, but he's maintained a good distance between himself and the wagon all day. While I agree, Ber is too useful to simply discard. Stukos volunteered to feed her; he claims he hasn't been sick in ten years. I pray to Kirar that he speaks the truth.

Journal of Vutok Ostarsodel, Administrator, Mid Winter

Our journey across this large island continues. Ber has not woken from her coma in a month. Our initial worries that her illness was contagious seem unfounded, as even Feb remains healthy. Whatever Ber is ill from, it appears it won't affect us.

Still, I'm not lifting her quarantine. Only Stukos is to come into contact with her. This has worked well so far and I see no reason for it to change. Bomrek is angry with me, but I care not.

Journal of Stukos Gingbomrek, Craftsdwarf, Mid Winter

I have not told Vutok or the others, but in her sleep, Ber speaks in a tongue that I have never heard. Even though I don't understand them, I cannot help but fear the word's meaning. Occasionally however, her whispered chants are in Dwarven.

I wrote down her last chant.

*Those who are trapped beyond the veil,
Writhing in darkness as they endlessly wail,
Their eyes are black, their skin is pale,
And when they come, our walls shall fail.*

*Screaming from the void, I hear their names,
They want our bodies, they have made their claims,
Soon they shall come, our souls they shall maim,
Our only salvation is to die in the flames.*

Something awful has possessed Ber. I cannot tell Vutok.

Journal of Vutok Ostarsodel, Administrator, Late Winter

Still Ber has not woken up. Stukos says nothing is wrong aside from the coma, but I see him and Bomrek whispering amongst themselves when they think me preoccupied. I know better, something is up. Tonight I shall go and see Ber myself to out find what secrets they've conspire to keep from me.

Journal of Bomrek Ibelsodel, Miner, Late Winter

I believe this expedition is cursed.

Ber finally awoke from her coma today. But I fear whatever demons she has been wrestling have claimed her soul. She is not the same dwarf I once knew.

It began when Vutok broke his own quarantine and checked on Ber himself. He heard the strange whispers that Stukos told me about and came to the conclusion that she was possessed by something foul. Vutok was furious at us for keeping this secret and he commanded us to throw Ber from the wagon and leave it for the wildlife to eat. Obviously we told him he to find a fine lute and play it softly.

He didn't like that.

Next thing we know, Vutok is threatening us with his axe. He demands we follow his orders or he'll lop off our heads. Likot is quick to come to our side and soon he and I are gripping our picks and ready to come to blows with Vutok.

The next thing we know, Ber is standing atop the wagon. Her eyes are narrowed and an expression of utter rage is upon her face. Vutok pales as he sees her; I feel my blood run cold. I've never known Ber to make a face like that.

She stared daggers into the three of us, "What do you think you three are doing?" Her voice wasn't the same. It sounded cold, distant, and cruel. "Put down your weapons."

"Ber, y'er awake!" Stukos had a wide smile on his face, but his expression faded once he saw Ber's face. "Lass... what happened to ye?"

"Have we reached the site yet?" She paid no mind to Stukos.

"T-two days," Vutok stuttered fearfully, "We'll reach the site in two days."
"Good." And that was it. Ber sat in the back of the wagon and proceeded to eat a rather large share of the rations. No one said anything.

But I knew. I knew that whatever demons Ber had been wrestling with had won. She was not the same dwarf I had known.

Kirar, give me strength.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **StLeibowitz** on **January 08, 2013, 04:58:18 pm**

I leave for like four hours, and you've modded in some kind of demonic borg civilization?

This just became a lot more interesting...

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Jbg97** on **January 08, 2013, 05:21:36 pm**

Well, i can only hope for one thing here. That my dwarf will become infected and help destroy the fortress as a void spawn.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **January 08, 2013, 05:57:58 pm**

For anyone interested in seeing my little monstrosities, here's some source.

Civilization Raw
save as: "entity_deathgate.txt"
Spoiler (click to show/hide)
entity_deathgate

[OBJECT:ENTITY]

[ENTITY:VOIDCIV]
[CREATURE:VOIDSPAWN]

[DIGGER:ITEM_WEAPON_PICK]
[WEAPON:ITEM_WEAPON_AXE_BATTLE]
[WEAPON:ITEM_WEAPON_HAMMER_WAR]
[WEAPON:ITEM_WEAPON_MACE]
[WEAPON:ITEM_WEAPON_SWORD_2H]
[WEAPON:ITEM_WEAPON_SWORD_LONG]
[WEAPON:ITEM_WEAPON_MAUL]
[WEAPON:ITEM_WEAPON_AXE_GREAT]
[WEAPON:ITEM_WEAPON_SCOURGE]
[WEAPON:ITEM_WEAPON_FLAIL]
[ARMOR:ITEM_ARMOR_BREASTPLATE:COMMON]
[ARMOR:ITEM_ARMOR_MAIL_SHIRT:COMMON]
[HELM:ITEM_HELM_HELM:COMMON]
[GLOVES:ITEM_GLOVES_GAUNTLETS:COMMON]
[SHOES:ITEM_SHOES_BOOTS:COMMON]
[PANTS:ITEM_PANTS_GREAVES:COMMON]
[SHIELD:ITEM_SHIELD_SHIELD]

[TOOL:ITEM_TOOL_WHEELBARROW]

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[SELECT_SYMBOL:BATTLE:NAME_BATTLE]
[SUBSELECT_SYMBOL:BATTLE:VIOLENT]
[SELECT_SYMBOL:SIEGE:NAME_SIEGE]
[SUBSELECT_SYMBOL:SIEGE:VIOLENT]
[SELECT_SYMBOL:ROAD:NAME_ROAD]
[SELECT_SYMBOL:TUNNEL:NAME_TUNNEL]
[SELECT_SYMBOL:BRIDGE:NAME_BRIDGE]
[SELECT_SYMBOL:WALL:NAME_WALL]
[SELECT_SYMBOL:REMAINING:EVIL]
[SELECT_SYMBOL:REMAINING:DEATH]

[CULL_SYMBOL:ALL:DOMESTIC]
[CULL_SYMBOL:ALL:FLOWERY]
[CULL_SYMBOL:ALL:HOLY]
[CULL_SYMBOL:ALL:PEACE]
[CULL_SYMBOL:ALL:NEGATOR]
[CULL_SYMBOL:ALL:GOOD]
[CULL_SYMBOL:ALL:NATURE]
[CULL_SYMBOL:ALL:PRIMITIVE]
[CULL_SYMBOL:ALL:MAGIC]
[CULL_SYMBOL:ALL:OLD]
[CULL_SYMBOL:ALL:SUBORDINATE]
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[CULL_SYMBOL:ALL:ROMANCE]
[CULL_SYMBOL:ALL:AQUATIC]
[CULL_SYMBOL:ALL:PROTECT]
[CULL_SYMBOL:ALL:RESTRAIN]
[CULL_SYMBOL:ALL:THOUGHT]

[METAL_PREF]
[INDOOR_WOOD]
[OUTDOOR_WOOD]
[INDOOR_FARMING]
[OUTDOOR_FARMING]
[USE_CAVE_ANIMALS]
[USE_EVIL_ANIMALS]
[USE_EVIL_PLANTS]
[USE_EVIL_WOOD]
[USE_ANIMAL_PRODUCTS]

[USE_MISC_PROCESSED_WOOD_PRODUCTS]
[EQUIPMENT_IMPROVEMENTS]
[ABUSE_BODIES]
[BABYSNATCHER]
[BUILDS_OUTDOOR_FORTIFICATIONS]
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[SPHERE_ALIGNMENT:WAR:512]
[FRIENDLY_COLOR:5:0:1]

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[LIKES_SITE:DARK_FORTRESS]
[TOLERATES_SITE:CITY]
[TOLERATES_SITE:HAMLET]
[TOLERATES_SITE:CAVE_DETAILED]
[TOLERATES_SITE:DARK_FORTRESS]

[START_BIOME:ANY_LAND]
[BIOME_SUPPORT:ALL_MAIN:10]

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[PROGRESS_TRIGGER_PRODUCTION:2]
[PROGRESS_TRIGGER_TRADE:2]
[PROGRESS_TRIGGER_POP_SIEGE:3]
[PROGRESS_TRIGGER_PROD_SIEGE:0]
[PROGRESS_TRIGGER_TRADE_SIEGE:0]

[ACTIVE_SEASON:SPRING]
[ACTIVE_SEASON:SUMMER]
[ACTIVE_SEASON:AUTUMN]
[ACTIVE_SEASON:WINTER]

[START_GROUP_NUMBER:1000]
[MAX_STARTING_CIV_NUMBER:100]
[MAX_POP_NUMBER:25000]
[MAX_SITE_POP_NUMBER:250]

[SCOUT]

[PERMITTED_JOB:MINER]
[PERMITTED_JOB:CARPENTER]
[PERMITTED_JOB:WOODCUTTER]
[PERMITTED_JOB:MASON]
[PERMITTED_JOB:ANIMAL_CARETAKER]
[PERMITTED_JOB:ANIMAL_TRAINER]
[PERMITTED_JOB:HUNTER]
[PERMITTED_JOB:ANIMAL_DISSECTOR]
[PERMITTED_JOB:FURNACE_OPERATOR]
[PERMITTED_JOB:WEAPONSMITH]
[PERMITTED_JOB:ARMORER]
[PERMITTED_JOB:BLACKSMITH]
[PERMITTED_JOB:METALCRAFTER]
[PERMITTED_JOB:WOODCRAFTER]
[PERMITTED_JOB:STONECRAFTER]
[PERMITTED_JOB:BONE_CARVER]
[PERMITTED_JOB:COOK]
[PERMITTED_JOB:BUTCHER]
[PERMITTED_JOB:PLANTER]
[PERMITTED_JOB:WOOD_BURNER]
[PERMITTED_JOB:CLERK]
[PERMITTED_JOB:ADMINISTRATOR]
[PERMITTED_JOB:TRADER]
[PERMITTED_JOB:ARCHITECT]
[PERMITTED_JOB:DIAGNOSER]
[PERMITTED_JOB:BONE_SETTER]
[PERMITTED_JOB:SUTURER]
[PERMITTED_JOB:SURGEON]
[PERMITTED_REACTION:RENDER_FAT]
[PERMITTED_REACTION:BITUMINOUS_COAL_TO_COKE]
[PERMITTED_REACTION:LIGNITE_TO_COKE]
[PERMITTED_REACTION:BRONZE_MAKING]
[PERMITTED_REACTION:BRONZE_MAKING2]
[PERMITTED_REACTION:PIG_IRON_MAKING]
[PERMITTED_REACTION:STEEL_MAKING]

[WORLD_CONSTRUCTION:TUNNEL]
[WORLD_CONSTRUCTION:BRIDGE]
[WORLD_CONSTRUCTION:ROAD]

[ETHIC:ASSAULT:ACCEPTABLE]
[ETHIC:EAT_SAPIENT_OTHER:ACCEPTABLE]
[ETHIC:EAT_SAPIENT_KILL:ACCEPTABLE]
[ETHIC:KILL_ANIMAL:ACCEPTABLE]
[ETHIC:KILL_ENEMY:ACCEPTABLE]
[ETHIC:KILL_ENTITY_MEMBER:UNTHINKABLE]
[ETHIC:KILL_NEUTRAL:ACCEPTABLE]
[ETHIC:KILL_PLANT:ACCEPTABLE]
[ETHIC:LYING:UNTHINKABLE]
[ETHIC:MAKE_TROPHY_SAME_RACE:ACCEPTABLE]
[ETHIC:MAKE_TROPHY_SAPIENT:ACCEPTABLE]
[ETHIC:MAKE_TROPHY_ANIMAL:ACCEPTABLE]
[ETHIC:OATH_BREAKING:ACCEPTABLE]
[ETHIC:SLAVERY:ACCEPTABLE]
[ETHIC:THEFT:ACCEPTABLE]
[ETHIC:TORTURE_AS_EXAMPLE:ACCEPTABLE]
[ETHIC:TORTURE_FOR_INFORMATION:ACCEPTABLE]
[ETHIC:TORTURE_FOR_FUN:ACCEPTABLE]
[ETHIC:TORTURE_ANIMALS:ACCEPTABLE]
[ETHIC:TREASON:UNTHINKABLE]
[ETHIC:TRESPASSING:ACCEPTABLE]
[ETHIC:VANDALISM:ACCEPTABLE]

[SPHERE_ALIGHTMENT:DARKNESS:512]
[SPHERE_ALIGHTMENT:DEATH:512]
[SPHERE_ALIGHTMENT:WAR:512]
[SPHERE_ALIGHTMENT:BLIGHT:512]

[BANDITRY:2]
[LOCAL_BANDITRY]
[POSITION:OVERLORD]
[NAME:overlord:overlords]
[NUMBER:1]
[PRECEDENCE:1]
[SUCCESSION:BY_POSITION:PATRIARCH]
[RESPONSIBILITY:LAW_MAKING]
[RESPONSIBILITY:RECEIVE_DIPLOMATS]
[RESPONSIBILITY:MILITARY_GOALS]
[MENIAL_WORK_EXEMPTION]
[PUNISHMENT_EXEMPTION]
[FLASHES]
[BRAG_ON_KILL]
[CHAT_WORTHY]
[DO_NOT_CULL]
[EXPORTED_IN_LEGENDS]
[DUTY_BOUND]
[GENDER:MALE]
[DUTY_BOUND]
[POSITION:PATRIARCH]
[NAME:patriarch:patriarches]
[RULES_FROM_LOCATION]
[NUMBER:AS_NEEDED]
[PRECEDENCE:10]
[RESPONSIBILITY:MILITARY_GOALS]
[RESPONSIBILITY:MILITARY_STRATEGY]
[COMMANDER:MARAUDER_CAPTAIN:ALL]
[APPOINTED_BY:OVERLORD]
[MENIAL_WORK_EXEMPTION]
[PUNISHMENT_EXEMPTION]
[FLASHES]
[BRAG_ON_KILL]
[CHAT_WORTHY]
[DO_NOT_CULL]
[EXPORTED_IN_LEGENDS]
[DUTY_BOUND]
[GENDER:MALE]
[POSITION:MARAUDER_CAPTAIN]
[NAME:marauder captain:marauder captains]
[NUMBER:AS_NEEDED]
[SQUAD:10:marauder:marauders]
[RESPONSIBILITY:ATTACK_ENEMIES]
[RESPONSIBILITY:PATROL_TERRITORY]

[APPOINTED_BY:PATRIARCH]
[PRECEDENCE:200]
[DO_NOT_CULL]
[DUTY_BOUND]

Raw for Creature
Save as: "creature_deathgate.txt"

Spoiler (click to show/hide)
creature_deathgate

[OBJECT:CREATURE]

[CREATURE:VOIDSPAWN]
[NAME:voidspawn:voidspawn:voidspawn]
[CREATURE_TILE:1][COLOR:7:0:0]
[CREATURE_SOLDIER_TILE:2]

##Abilities
[ALL_ACTIVE]
[EXTRAVISION]
[LIKES_FIGHTING]
[PARALYZEIMMUNE]
[NO_EAT][NO_DRINK]
[NOSTUN][NOFEAR]
[NOEXERT]
[NO_DIZZINESS]
[NO_FEVERS]
[NO_SLEEP]
[NOBREATHE]
[NONAUSEA]
[NOPAIN][NOSTUN]
[NOTHOUGHT]
[CANNOT_UNDEAD]
[OPPOSED_TO_LIFE]
[NO_THOUGHT_CENTER_FOR_MOVEMENT]
[UTTERANCES]

[HOMEOTHERM:10015]
[PREFSTRING:eldritch horror]

##Attributes
[MENT_ATT_RANGE:ANALYTICAL_ABILITY:450:950:1150:1250:1350:1550:2250] +
[MENT_ATT_RANGE:FOCUS:5000:5000:5000:5000:5000:5000:5000] +
[MENT_ATT_RANGE:PATIENCE:450:950:1150:1250:1350:1550:2250] +
[MENT_ATT_RANGE:MEMORY:1500:1600:1700:1800:1900:2000:3000] +
[MENT_ATT_RANGE:SPATIAL_SENSE:1000:1200:1400:1500:1600:1800:2500] ++

##Castes defined
[CASTE:THRALL]
[CASTE_NAME:voidspan thrall:voidspawn thralls:voidspawn thrall]
[DESCRIPTION:An empty, violent husk that has become enthralled by the voidspawn.]

[BODY:HUMANOID:2EYES:2EARS:NOSE:2LUNGS:HEART:GUTS:ORGANS:HUMANOID_JOINTS:THROAT:NECK:SPINE:BRAIN:SKULL:5FINGERS:5TOES:MOUTH:TONGUE:FACIAL_FEATURES:TEETH:RIBCAGE]

[BODY_DETAIL_PLAN:STANDARD_MATERIALS]
[BODY_DETAIL_PLAN:STANDARD_TISSUES]
[BODY_DETAIL_PLAN:VERTEBRATE_TISSUE_LAYERS:SKIN:FAT:MUSCLE:BONE:CARTILAGE]
[BODY_DETAIL_PLAN:HEAD_HAIR_TISSUE_LAYERS]
[USE_MATERIAL_TEMPLATE:NAIL:NAIL_TEMPLATE]
[USE_TISSUE_TEMPLATE:NAIL:NAIL_TEMPLATE]
[TISSUE_LAYER:BY_CATEGORY:FINGER:NAIL:FRONT]
[TISSUE_LAYER:BY_CATEGORY:TOE:NAIL:FRONT]
[BODY_DETAIL_PLAN:FACIAL_HAIR_TISSUES]
[BODY_DETAIL_PLAN:STANDARD_HEAD_POSITIONS]
[BODY_DETAIL_PLAN:HUMANOID_HEAD_POSITIONS]
[BODY_DETAIL_PLAN:HUMANOID_RIBCAGE_POSITIONS]
[BODY_DETAIL_PLAN:HUMANOID_RELSIZES]
[USE_MATERIAL_TEMPLATE:SINEW:SINEW_TEMPLATE]
[TENDONS:LOCAL_CREATURE_MAT:SINEW:200]
[LIGAMENTS:LOCAL_CREATURE_MAT:SINEW:200]
[USE_MATERIAL_TEMPLATE:BLOOD:BLOOD_TEMPLATE]
[BLOOD:LOCAL_CREATURE_MAT:LESSER_TAINT:LIQUID]

[BODY_SIZE:0:1:60000]
[BODY_APPEARANCE_MODIFIER:HEIGHT:75:95:98:100:102:105:125]
[APP_MOD_IMPORTANCE:500]
[BODY_APPEARANCE_MODIFIER:BROADNESS:75:95:98:100:102:105:125]
[APP_MOD_IMPORTANCE:500]

[ATTACK:BASH:BODYPART:BY_TYPE:GRASP]
[ATTACK_SKILL:GRASP_STRIKE]
[ATTACK_VERB:bash:bashes]
[ATTACK_CONTACT_PERC:100]
[ATTACK_FLAG_WITH]
[ATTACK_PRIORITY:MAIN]

[ATTACK:THRALLBITE:CHILD_BODYPART_GROUP:BY_CATEGORY:HEAD:BY_CATEGORY:TOOTH]
[ATTACK_SKILL:BITE]
[ATTACK_VERB:bite:bites]
[ATTACK_CONTACT_PERC:100]
[ATTACK_PENETRATION_PERC:100]
[ATTACK_FLAG_EDGE]
[SPECIALATTACK_INJECT_EXTRACT:LOCAL_CREATURE_MAT:LESSER_TAINT:LIQUID:10:25]
[ATTACK_PRIORITY:MAIN]
[ATTACK_FLAG_CANLATCH]

[ATTACK:SCRATCH:CHILD_TISSUE_LAYER_GROUP:BY_TYPE:GRASP:BY_CATEGORY:FINGER:NAIL]
[ATTACK_SKILL:GRASP_STRIKE]
[ATTACK_VERB:scratch:scratches]
[ATTACK_CONTACT_PERC:100]
[ATTACK_PENETRATION_PERC:100]
[ATTACK_FLAG_EDGE]
[ATTACK_PRIORITY:SECOND]

[SET_TL_GROUP:BY_CATEGORY:HEAD:HAIR]
[TL_COLOR_MODIFIER:BLACK:1:GRAY:1:SILVER:1:WHITE:1]
[TLCM_NOUN:hair:SINGULAR]

[SET_TL_GROUP:BY_CATEGORY:EYE:EYE]
[TL_COLOR_MODIFIER:PUPIL_EYE_WHITE:1]
[TLCM_NOUN:eyes:PLURAL]

[CASTE:DRONE]
[CASTE_NAME:voidspawn drone:voidspawn drones:voidspawn drone]
[DESCRIPTION:A female drone, used for breeding and labor.]

[POP_RATIO:20]

[BODY_SIZE:1:25:130000]

[CASTE:PLAGUEBRINGER]
[CASTE_NAME:voidspawn plaguebringer:voidspawn plaguebringers:voidspawn plaguebringer]
[DESCRIPTION:A deformed, plague-ridden variant that sends forth blasts of disease-carrying miasma.]
[POP_RATIO:2]

[BODY_SIZE:1:45:190000]

[CAN_DO_INTERACTION:MATERIAL_EMISSION]
[CDI:ADV_NAME:abyssal miasma]
[CDI:USAGE_HINT:ATTACK]
[CDI:BP_REQUIRED:BY_CATEGORY:MOUTH]
[CDI:MATERIAL:LOCAL_CREATURE_MAT:POISON:TRAILING_VAPOR_FLOW]
[CDI:TARGET:C:LINE_OF_SIGHT]
[CDI:TARGET_RANGE:C:25]
[CDI:MAX_TARGET_NUMBER:C:1]
[CDI:WAIT_PERIOD:100]

[CASTE:SOLDIER]
[CASTE_NAME:voidspawn soldier:voidspawn soldiers:voidspawn soldier]
[DESCRIPTION:A female voidspawn, bred for battle.]
[POP_RATIO:10]

[BUILDINGDESTROYER:1]

[BODY_SIZE:1:50:140000]

[CASTE:PATRIARCH]
[CASTE_NAME:voidspawn patriarch:voidspawn patriarchs:voidspawn patriarch]
[DESCRIPTION:A male voidspawn breed to lead troops into battle.]

[MALE]
[POP_RATIO:1]

[BODY_SIZE:1:50:215000]

[CASTE:OVERLORD]
[CASTE_NAME:voidspawn overlord:voidspawn overlords:voidspawn overlord]
[DESCRIPTION:The male leader of the voidspawn horde; a deadly combatant.]
[FEMALE]
[LITTERSIZE:500:1000]
[POP_RATIO:1]

[BODY_SIZE:1:75:360000]

##Body
[SELECT_CASTE:OVERLORD]
[SELECT_ADDITIONAL_CASTE:PATRIARCH]

[BODY:HUMANOID_4ARMS:TAIL_STANCE:4EYES:2EARS:NOSE:2LUNGS:HEART:GUTS:ORGANS:HUMANOID_JOINTS:THROAT:NECK:SPINE:BRAIN:SKULL:4FINGERS:4TOES:MOUTH:TONGUE:FACIAL_FEATURES:TEETH:RIBCAGE:2HEAD]

[SELECT_CASTE:SOLDIER]
[SELECT_ADDITIONAL_CASTE:PLAGUEBRINGER]
[SELECT_ADDITIONAL_CASTE:DRONE]

[BODY:HUMANOID:TAIL_STANCE:2EYES:2EARS:NOSE:2LUNGS:HEART:GUTS:ORGANS:HUMANOID_JOINTS:THROAT:NECK:SPINE:BRAIN:SKULL:4FINGERS:4TOES:MOUTH:TONGUE:FACIAL_FEATURES:TEETH:RIBCAGE]

##Tissues
[SELECT_CASTE:OVERLORD]
[SELECT_ADDITIONAL_CASTE:PATRIARCH]
[SELECT_ADDITIONAL_CASTE:SOLDIER]
[SELECT_ADDITIONAL_CASTE:PLAGUEBRINGER]
[SELECT_ADDITIONAL_CASTE:DRONE]

[SKILL_LEARN_RATES:400:NONE:NONE:NONE]

[TISSUE:CARAPACE]
[TISSUE_NAME:carapace:NP]
[TISSUE_MATERIAL:LOCAL_CREATURE_MAT:SHELL]
[SCARS]
[RELATIVE_THICKNESS:32]
[HEALING_RATE:50]
[PAIN_RECEPTORS:1]
[CONNECTS]
[TISSUE_SHAPE:LAYER]
[INSULATION:100]

[TISSUE:VOIDMUSCLE]
[TISSUE_NAME:muscle:muscles]
[THICKENS_ON_STRENGTH]
[SCARS]
[MUSCULAR]
[TISSUE_MATERIAL:LOCAL_CREATURE_MAT:MUSCLE]
[RELATIVE_THICKNESS:3]
[HEALING_RATE:75]
[VASCULAR:1]
[PAIN_RECEPTORS:5]
[CONNECTS]
[TISSUE_SHAPE:LAYER]

[BODY_DETAIL_PLAN:STANDARD_MATERIALS]
[REMOVE_MATERIAL:HAIR]
[REMOVE_MATERIAL:SKIN]
[REMOVE_MATERIAL:MUSCLE]
[BODY_DETAIL_PLAN:STANDARD_TISSUES]
[REMOVE_TISSUE:HAIR]
[REMOVE_TISSUE:SKIN]
[REMOVE_TISSUE:MUSCLE]
[BODY_DETAIL_PLAN:VERTEBRATE_TISSUE_LAYERS:CARAPACE:FAT:VOIDMUSCLE:BONE:CARTILAGE]
[BODY_DETAIL_PLAN:STANDARD_HEAD_POSITIONS]
[BODY_DETAIL_PLAN:HUMANOID_HEAD_POSITIONS]
[BODY_DETAIL_PLAN:HUMANOID_RIBCAGE_POSITIONS]
[BODY_DETAIL_PLAN:HUMANOID_RELSIZES]

[USE_MATERIAL_TEMPLATE:CLAW:NAIL_TEMPLATE]
[USE_TISSUE_TEMPLATE:CLAW:CLAW_TEMPLATE]
[TISSUE_LAYER:BY_CATEGORY:FINGER:CLAW:FRONT]
[TISSUE_LAYER:BY_CATEGORY:TOE:CLAW:FRONT]

[USE_MATERIAL_TEMPLATE:SINEW:SINEW_TEMPLATE]
[TENDONS:LOCAL_CREATURE_MAT:SINEW:200]
[LIGAMENTS:LOCAL_CREATURE_MAT:SINEW:200]
[USE_MATERIAL_TEMPLATE:BLOOD:BLOOD_TEMPLATE]
[BLOOD:LOCAL_CREATURE_MAT:LESSER_TAINT:LIQUID]

##Skills
[SELECT_CASTE:OVERLORD]
[SELECT_ADDITIONAL_CASTE:PATRIARCH]
[BUILDINGDESTROYER:2]

[SELECT_ADDITIONAL_CASTE:SOLDIER]
[EQUIPS]

[NATURAL_SKILL:DODGING:6]
[NATURAL_SKILL:SITUATIONAL_AWARENESS:6]

[SELECT_ADDITIONAL_CASTE:DRONE]
[CAN_LEARN]
[PRONE_TO_RAGE:100]

[SELECT_ADDITIONAL_CASTE:PLAGUEBRINGER]
[SWIMS_LEARNED][SWIM_SPEED:2500]

[CANOPENDOORS]
[TRAPAVOID]

[GRASSTRAMPLE:100]
[NATURAL_SKILL:BITE:6]
[NATURAL_SKILL:GRASP_STRIKE:6]
[NATURAL_SKILL:MELEE_COMBAT:6]

[MAXAGE:800:1000]

[PHYS_ATT_RANGE:STRENGTH:3250:3500:3750:3500:4000:4250:4500] +
[PHYS_ATT_RANGE:AGILITY:750:800:900:1000:1500:1750:2500] -
[PHYS_ATT_RANGE:TOUGHNESS:3250:3500:3750:3500:4000:4250:4500] +

##Body Size
[SELECT_CASTE:DRONE]
[SELECT_ADDITIONAL_CASTE:SOLDIER]
[SELECT_ADDITIONAL_CASTE:PLAGUEBRINGER]
[BODY_SIZE:0:0:10000]
[BODY_SIZE:0:68:50000]

[SELECT_CASTE:OVERLORD]
[SELECT_ADDITIONAL_CASTE:PATRIARCH]
[BODY_SIZE:0:0:15000]
[BODY_SIZE:0:82:70000]

[SELECT_CASTE:DRONE]
[SELECT_ADDITIONAL_CASTE:SOLDIER]
[SELECT_ADDITIONAL_CASTE:PLAGUEBRINGER]
[SELECT_ADDITIONAL_CASTE:PATRIARCH]
[SELECT_ADDITIONAL_CASTE:OVERLORD]
[BODY_APPEARANCE_MODIFIER:HEIGHT:90:95:98:100:102:105:125]
[BODY_APPEARANCE_MODIFIER:BROADNESS:90:95:98:100:102:105:125]

##Offspring
[SELECT_CASTE:SOLDIER]
[SELECT_ADDITIONAL_CASTE:PLAGUEBRINGER]
[SELECT_ADDITIONAL_CASTE:DRONE]
[BABY:1]
[BABYNAME:voidspawn larva:voidspawn larvae]
[CHILD:2]
[CHILDNAME:voidspawn juvenile:voidspawn juveniles]

[SELECT_CASTE:OVERLORD]
[SELECT_ADDITIONAL_CASTE:PATRIARCH]

[BABY:1]
[BABYNAME:royal voidspawn larva: royal voidspawn larvas]
[CHILD:5]
[CHILDNAME:royal voidspawn juvenile:royal voidspawn juveniles]

##Attacks

[SELECT_CASTE:DRONE]
[SELECT_ADDITIONAL_CASTE:PLAGUEBRINGER]
[ATTACK:MAINBITE:CHILD_BODYPART_GROUP:BY_CATEGORY:HEAD:BY_CATEGORY:TOOTH]
[ATTACK_SKILL:BITE]
[ATTACK_VERB:bite:bites]
[ATTACK_CONTACT_PERC:100]
[ATTACK_PENETRATION_PERC:100]
[ATTACK_FLAG_EDGE]
[ATTACK_PRIORITY:MAIN]
[SPECIALATTACK_INJECT_EXTRACT:LOCAL_CREATURE_MAT:GREATER_TAINT:LIQUID:70:100]
[ATTACK_FLAG_CANLATCH]

[ATTACK:MAINSLASH:CHILD_TISSUE_LAYER_GROUP:BY_TYPE:GRASP:BY_CATEGORY:FINGER:CLAW]
[ATTACK_SKILL:GRASP_STRIKE]
[ATTACK_VERB:slash:slashes]
[ATTACK_CONTACT_PERC:100]
[ATTACK_PENETRATION_PERC:100]
[ATTACK_FLAG_EDGE]
[ATTACK_PRIORITY:MAIN]

[SELECT_CASTE:OVERLORD]
[SELECT_ADDITIONAL_CASTE:PATRIARCH]
[ATTACK:HGORE:BODYPART:BY_CATEGORY:HORN]
[ATTACK_SKILL:BITE]
[ATTACK_VERB:gore:gores]
[ATTACK_CONTACT_PERC:100]
[ATTACK_FLAG_WITH]
[ATTACK_PRIORITY:SECOND]

[SELECT_ADDITIONAL_CASTE:SOLDIER]
[ATTACK:PUNCH:BODYPART:BY_TYPE:GRASP]
[ATTACK_SKILL:GRASP_STRIKE]
[ATTACK_VERB:punch:punches]
[ATTACK_CONTACT_PERC:100]
[ATTACK_FLAG_WITH]
[ATTACK_PRIORITY:MAIN]

[ATTACK:KICK:BODYPART:BY_TYPE:STANCE]
[ATTACK_SKILL:STANCE_STRIKE]
[ATTACK_VERB:kick:kicks]
[ATTACK_CONTACT_PERC:100]
[ATTACK_FLAG_WITH]
[ATTACK_PRIORITY:SECOND]

[ATTACK:OFFBITE:CHILD_BODYPART_GROUP:BY_CATEGORY:HEAD:BY_CATEGORY:TOOTH]
[ATTACK_SKILL:BITE]
[ATTACK_VERB:bite:bites]
[ATTACK_CONTACT_PERC:100]
[ATTACK_PENETRATION_PERC:100]
[ATTACK_FLAG_EDGE]
[ATTACK_PRIORITY:SECOND]
[SPECIALATTACK_INJECT_EXTRACT:LOCAL_CREATURE_MAT:GREATER_TAINT:LIQUID:70:100]
[ATTACK_FLAG_CANLATCH]

[ATTACK:OFFSLASH:CHILD_TISSUE_LAYER_GROUP:BY_TYPE:GRASP:BY_CATEGORY:FINGER:CLAW]
[ATTACK_SKILL:GRASP_STRIKE]
[ATTACK_VERB:slash:slashes]
[ATTACK_CONTACT_PERC:100]
[ATTACK_PENETRATION_PERC:100]
[ATTACK_FLAG_EDGE]
[ATTACK_PRIORITY:SECOND]

[SELECT_ADDITIONAL_CASTE:SOLDIER]
[SELECT_ADDITIONAL_CASTE:DRONE]
[ATTACK:TAILSLAM:BODYPART:BY_CATEGORY:TAIL]
[ATTACK_SKILL:STANCE_STRIKE]
[ATTACK_VERB:slam:slams]
[ATTACK_CONTACT_PERC:70]
[ATTACK_FLAG_WITH]
[ATTACK_PRIORITY:SECOND]

##Poisons

[SELECT_CASTE:ALL]
[USE_MATERIAL_TEMPLATE:GREATER_TAINT:CREATURE_EXTRACT_TEMPLATE]
[STATE_NAME:ALL_SOLID:crystallized abyssal taint]
[STATE_ADJ:ALL_SOLID:crystallized abyssal taint]
[STATE_NAME:LIQUID:abyssal taint]
[STATE_ADJ:LIQUID:abyssal taint]
[STATE_NAME:GAS:abyssal miasma]
[STATE_ADJ:GAS:abyssal miasma]
[PREFIX:NONE]
[ENTERS_BLOOD]
[SYNDROME]
[SYN_NAME:greater taint]
[SYN_AFFECTED_CLASS:GENERAL_POISON]
[SYN_IMMUNE_CREATURE:VOIDSPAWN:ALL]
[SYN_INJECTED]
[CE_BLISTERS:PROB:75:SEV:100:START:100:PEAK:1500:END:2000]
[CE_VOMIT_BLOOD:PROB:75:SEV:100:START:150:PEAK:1500:END:2000]
[CE_DIZZINESS:PROB:75:SEV:100:START:10:PEAK:1500:END:2000]
[CE_NECROSIS:PROB:75:SEV:100:START:500:PEAK:1500:END:2000]
[CE_BODY_TRANSFORMATION:PROB:98:START:1800]
[CE_CREATURE:VOIDSPAWN:THRALL]
[CE_ADD_TAG:NOT_LIVING:START:1800]
[CE_ADD_TAG:OPPOSED_TO_LIFE:START:1800]

[USE_MATERIAL_TEMPLATE:LESSER_TAINT:CREATURE_EXTRACT_TEMPLATE]
[STATE_NAME:ALL_SOLID:crystallized abyssal taint]
[STATE_ADJ:ALL_SOLID:crystallized abyssal taint]
[STATE_NAME:LIQUID:abyssal taint]
[STATE_ADJ:LIQUID:abyssal taint]
[STATE_NAME:GAS:abyssal miasma]
[STATE_ADJ:GAS:abyssal miasma]
[PREFIX:NONE]
[SYNDROME]
[SYN_NAME:lesser taint]
[SYN_AFFECTED_CLASS:GENERAL_POISON]
[SYN_IMMUNE_CREATURE:VOIDSPAWN:ALL]
[SYN_CONTACT]
[CE_BLISTERS:PROB:25:SEV:50:RESISTABLE:START:100:PEAK:750:END:1000]
[CE_VOMIT_BLOOD:PROB:25:SEV:50:RESISTABLE:START:150:PEAK:750:END:1000]
[CE_DIZZINESS:PROB:25:SEV:50:RESISTABLE:START:10:PEAK:750:END:1000]
[CE_NECROSIS:PROB:25:SEV:50:RESISTABLE:START:500:PEAK:750:END:1000]

##Appearance Modifiers

[SET_TL_GROUP:BY_CATEGORY:ALL:SKIN]
[TL_COLOR_MODIFIER:BLACK:1:GRAY:1]
[TLCM_NOUN:skin:SINGULAR]

[SET_TL_GROUP:BY_CATEGORY:EYE:EYE]
[TL_COLOR_MODIFIER:PUPIL_EYE_BLACK:1]
[TLCM_NOUN:eyes:PLURAL]

And some appearance modifiers for those empty, milky white eyes.
Save as: "descriptor_deathgateappearance.txt"
Spoiler (click to show/hide)
descriptor_deathgateappearance

[OBJECT:DESCRIPTOR_PATTERN]
[COLOR_PATTERN:PUPIL_EYE_WHITE]
[PATTERN:PUPIL_EYE]
[CP_COLOR:BLACK]
[CP_COLOR:WHITE]

They were NOT fully tested before implementations so there's probably a few issues to be worked out.

Edit:
They will eat your soul.

Hoorah.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Mr Space Cat** on **January 08, 2013, 06:42:17 pm**

Quote from: AnimaRytak on January 08, 2013, 10:42:19 am
Quote from: Yuli Vlasl on January 08, 2013, 10:36:44 am
Voidspawn? Is that the surprise or a dwarven civilisation?

Spoiler (click to show/hide)
[ALL_ACTIVE]
[EXTRAVISION]
[LIKES_FIGHTING]
[PARALYZEIMMUNE]
[NO_EAT][NO_DRINK]
[NOSTUN][NOFEAR]
[NOEXERT]
[NO_DIZZINESS]
[NO_FEVERS]
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[NOBREATHE]
[NONAUSEA]
[NOPAIN][NOSTUN]
[NOTHOUGHT]
[CANNOT_UNDEAD]
[OPPOSED_TO_LIFE]
[NO_THOUGHT_CENTER_FOR_MOVEMENT]
[UTTERANCES]
You decide :D

Quote from: AnimaRytak on January 08, 2013, 05:57:58 pm
Edit: They will eat your soul.

Ah, so they are most certainly dwarven then. You had me worried there for a second. :P

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **January 08, 2013, 06:47:52 pm**

Quote from: Mr Space Cat on January 08, 2013, 06:42:17 pm
Quote from: AnimaRytak on January 08, 2013, 10:42:19 am
Quote from: Yuli Vlasl on January 08, 2013, 10:36:44 am
Voidspawn? Is that the surprise or a dwarven civilisation?

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[UTTERANCES]
You decide :D

Quote from: AnimaRytak on January 08, 2013, 05:57:58 pm
Edit: They will eat your soul.

Ah, so they are most certainly dwarven then. You had me worried there for a second. :P

The thralls are/can be dwarven.
But drones and above? Not dwarven. Not dwarven at all.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **peregarrrett** on **January 09, 2013, 05:12:21 am**

Hooves! that definitely needs hooves. And serpent-like tongue.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Vlasl** on **January 09, 2013, 08:37:00 am**

Quote
[ATTACK:THRALLBITE:CHILD_BODYPART_GROUP:BY_CATEGORY:HEAD:BY_CATEGORY:TOOTH]
To me this sounds like it'll try to bite of childrens heads. I'm not an expert though.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **January 09, 2013, 12:27:26 pm**

~~Journal of Ber-Gisekmuthkat, Expedition Leader. Spring 251~~
Journal of AnimaRytak, Former Overlord of Deathgate. Spring 251

How is it, that out of seven dwarves, I get stuck in the body of fucking smurfette?

Seriously this is awful! I know I should be all *Ooooh, I have a body again, yay!*, but I've got to frigg'in' squat when I pee! Is a god damn penis too much to ask for?! There's **SIX** other dwarves that I could've possessed here but no, I couldn't possess one of them. I get stuck in the lone woman in the group.

Honestly, if I didn't have so much work to do, I'd kill myself right now and start over. But my brothers are waiting beyond the veil and they require a beacon to reach this realm. The outpost that this body was suppose to establish will serve as the base of my kin. I think I'll call it Murdermachines...

Here's a doodle of the campsite.



Journal of AnimaRytak, Overlord of Murdermachines. 1st, Granite 251
I finally figured out what day it was. Also the others really didn't care for the name I gave this outpost.

They replied with, "But the king said to call it Timbershards!"

"Well fuck your king!" They didn't say much after that. Which was good, because I told them to "Get your asses to work!"

I order Vutok to clear some trees around our wagon. He responds, "I'm not a damn woodcutter!"
I respond with, "You either cut wood or shave my ass, pick."
So he's cutting wood now.

The tell the two miners to dig into the dirt and build a small hideaway below ground. For now, chief priority is creating a beacon for my brothers but that doesn't mean I can neglect basic essentials like food and shelter.

I tell the rest of the dwarves to cage up these damn animals. I still have nightmares about all the creatures that used to stalk the halls of Deathgate; nightmares of the mounts of shit and shed fur in the hallways. That will not happen here in Murdermachines. Not a damn chance at all.

Granite 4th, 251
Excavation into the dwarfhole progresses. I've ordered Stukos, that crafts dwarf, to set up a carpenters shop next to the entrance and build us some needed furniture.

Granite 8th, 251
Aw fuck, crow women!



And they are **UGLY**. Fortunately they don't seem aggressive or horny, yet.

Granite 17th, 251

The dwarfhole is finally complete. I've ordered everything carried underground and stockpiled as well as ordering a mason, carpenter, mechanic, and craftdwarf's workshops built. It's a little dirty, but it'll do for now.



Granite 22nd, 251

Feb is complaining about tree roots poking him in his sleep. I tell him to stop being such a pussy.

Bomrek and Likot are getting bored so I tell them to begin digging a tunnel to the site of the beacon. I don't tell them what its for and they don't bother asking.

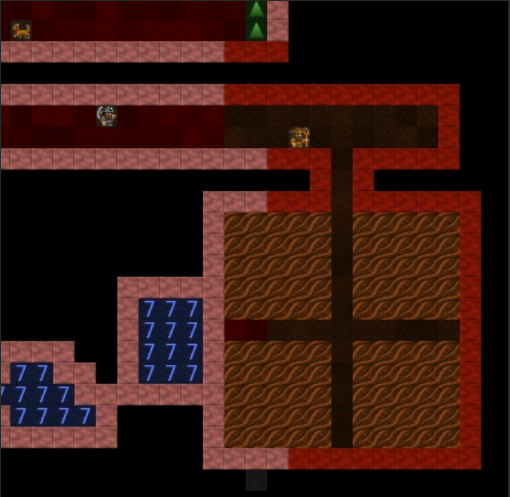


Not shown is the trees I ordered Vutok to chop down above the beacon site, in the rain.

Felsite 16th, 251

Shit.

After waiting for Bomrek and and Likot to dig out the beacon, which took forever since they had to dig down four levels just to reach rock, I realized I took an entire month off from writing anything in this journal. (Really, why the hell am I doing this?) I ordered our miners to take a quick break and dig out a room for farming.



Maybe now we won't starve to death before I can summon my brothers.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **slowpokez** on **January 09, 2013, 02:26:15 pm**

Quote from: AnimaRytak on January 09, 2013, 12:27:26 pm

Aw fuck, crow women!
And they are **UGLY**. Fortunately they don't seem aggressive or horny, yet.

???
I'm not sure I like where this is going...
[Spoiler](#) (click to show/hide)



Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **January 09, 2013, 02:50:45 pm**

[Quote from: slowpokez on January 09, 2013, 02:26:15 pm](#)
[Quote from: AnimaRytak on January 09, 2013, 12:27:26 pm](#)

Aw fuck, crow women!
And they are **UGLY**. Fortunately they don't seem aggressive or horny, yet.
???
I'm not sure I like where this is going...
[Spoiler \(click to show/hide\)](#)



Oh god that is awesome.
Also, Murdermachines has fanart, fuck yeah!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Gloyd** on **January 09, 2013, 04:35:16 pm**

[Quote from: AnimaRytak on January 09, 2013, 12:27:26 pm](#)
Aw fuck, crow women!
And they are **UGLY** Fortunately they don't seem aggressive or horny, yet.

Well this seals it, I want in.
If you would be so kind, could you dorf me as a miner? They always seem to die first in the most horri~~f~~ie !!FUN!! ways.

Name:glloyd
Job Name: Eternal Tunneler

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Mr Space Cat** on **January 09, 2013, 09:05:39 pm**

Quote from: AnimaRytak on January 08, 2013, 06:47:52 pm

Quote from: Mr Space Cat on January 08, 2013, 06:42:17 pm

Quote from: AnimaRytak on January 08, 2013, 10:42:19 am

Quote from: Yuli Viasi on January 08, 2013, 10:36:44 am

Voidspawn? Is that the surprise or a dwarven civilisation?

Spoiler (click to show/hide)

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[NO_EAT][NO_DRINK]
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Quote from: AnimaRytak on January 08, 2013, 05:57:58 pm

Edit: They will eat your soul.

Ah, so they are most certainly dwarven then. You had me worried there for a second. :P
Not dwarven. Not dwarven at all.

thatwasthejoke.jpeg

Curse you internet, and your failure to include a snarky sarcasm font!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Gentlefish** on **January 09, 2013, 09:22:45 pm**

Quote from: Mr Space Cat on January 09, 2013, 09:05:39 pm

Quote from: AnimaRytak on January 08, 2013, 06:47:52 pm

Quote from: Mr Space Cat on January 08, 2013, 06:42:17 pm

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Not dwarven. Not dwarven at all.

thatwasthejoke.jpeg

Curse you internet, and your failure to include a snarky sarcasm font!

Sure there is. It's called comic sans for a reason.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **January 09, 2013, 11:25:57 pm**

So does Deathgate II have any major goal besides "survive the voidspawn?" I mean we already colonized hell.

Ooh! Get voidspawn INTO Hell!

The only thing that saddens me is that the next DF version is too far off for us to have waited for it; the fact that Deathgate I effectively died a slow death by starvation deeply saddens me. We need the world to be filled with rampant boning in order to produce the ~~expendable slave labor~~ meat puppets we need.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **January 09, 2013, 11:42:20 pm**

Quote from: kefkakrazy on January 09, 2013, 11:25:57 pm

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The only thing that saddens me is that the next DF version is too far off for us to have waited for it; the fact that Deathgate I effectively died a slow death by starvation deeply saddens me. We need the world to be filled with rampant boning in order to produce the ~~expendable slave labor~~ meat puppets we need.

If the voidspawn work as intended, just surviving them is going to be insanely hard.
But aside from "not die" and "build huge awesome mega projects", Murdermachines doesn't really have a main goal.

If, for some reason, Murdermachines dies quicker than Deathgate (which lasted 19 months by the way), then we'll settle Deathgate III into an evil, savage biome with voidspawn access and evil rain.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **StLeibowitz** on **January 10, 2013, 06:48:17 am**

Quote from: AnimaRytak on January 09, 2013, 11:42:20 pm

If, for some reason, Murdermachines dies quicker than Deathgate (which lasted 19 months by the way), then we'll settle Deathgate III into an evil, savage biome with voidspawn access and evil rain.

So, if we fail faster here, we throw ourselves upon our own swords in the manner of the ancient samurai and restart somewhere where we're even *less* likely to survive?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AoshimaMichio** on **January 10, 2013, 11:01:54 am**

Quote from: StLeibowitz on January 10, 2013, 06:48:17 am

Quote from: AnimaRytak on January 09, 2013, 11:42:20 pm

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So, if we fail faster here, we throw ourselves upon our own swords in the manner of the ancient samurai and restart somewhere where we're even *less* likely to survive?

But of course. What else we could possibly do?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **January 10, 2013, 01:08:22 pm**

Quote from: StLeibowitz on January 10, 2013, 06:48:17 am

Quote from: AnimaRytak on January 09, 2013, 11:42:20 pm

If, for some reason, Murdermachines dies quicker than Deathgate (which lasted 19 months by the way), then we'll settle Deathgate III into an evil, savage biome with voidspawn access and evil rain.

So, if we fail faster here, we throw ourselves upon our own swords in the manner of the ancient samurai and restart somewhere where we're even *less* likely to survive?

Such is the way of Deathgate!

Updating coming later today!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Viasi** on **January 10, 2013, 01:22:53 pm**

Quote from: AoshimaMichio on January 10, 2013, 11:01:54 am

Quote from: StLeibowitz on January 10, 2013, 06:48:17 am

Quote from: AnimaRytak on January 09, 2013, 11:42:20 pm

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So, if we fail faster here, we throw ourselves upon our own swords in the manner of the ancient samurai and restart somewhere where we're even *less* likely to survive?

But of course. What else we could possibly do?

1.Give the voidspawn flippers + Mod the game so you can embark in the middle of the ocean.
2.~~Watch your dwarves die.~~ !!FUN!!
3.Enjoy

EDIT: Some questions about the voidspawn. Are they supposed to look insectoid because of the ant/bee like caste system? Are they laying eggs?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **January 10, 2013, 02:35:34 pm**

Quote from: Yuli VlasI on January 10, 2013, 01:22:53 pm
EDIT: Some questions about the voidspawn. Are they supposed to look insectoid because of the ant/bee like caste system? Are they laying eggs?

With the exception of thralls, which are not voidspawn proper, voidspawn reproduce by laying clutches of eggs and have insect like carapieces. You can imagine them sorta like Xenomorphs from Aliens, Tyranids from 40k, or Cho'gath from League of Legends.

Overlords and Patriarch's have four arms, a prehensile tail, four eyes, and two horns. Soldiers, plaguebringers, and drones have two arms and two eyes. They have no skin or hair, use a thick shell carapiece for skin, and use a special type of muscle that doesn't bleed very much and heals very fast. All castes have sharp claws and teeth.

My implementation of the voidspawn wasn't perfect. Their genders are a bit wonky and they're too small. But they are deadly. My only concern is they don't have the shear numbers they're suppose to. (They're suppose to out breed every sentient race in the game, but that rarely happens.)

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Nonsequitorian** on **January 10, 2013, 03:05:57 pm**

I hope they aren't intelligent enough to make real weapons or such. I think it's a bit silly when there's some sort of "God race" that's better in almost every way, including intellect, and yet still occupies the same realm as any other sentient race.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **January 10, 2013, 03:47:13 pm**

Felsite 25th, 251
Feb and Aban finally finished the farms. We have four fields, so I've ordered plump helmets, cave wheat, pig tails, dimple cups, and quarry bushes planted in seasonal rotations. Digging on the beacon continues. I'm impatient since my brothers cannot join me until it is finished. Stukos is growing bored and has been whittling stone crafts to pass the time. I order him to construct mechanisms to trade and to secure our entrance.

Hematite 11th, 251
Bomrek and Likot seem to have gone on summer vacation instead of digging the beacon. Do they not realize how much work is to be done?

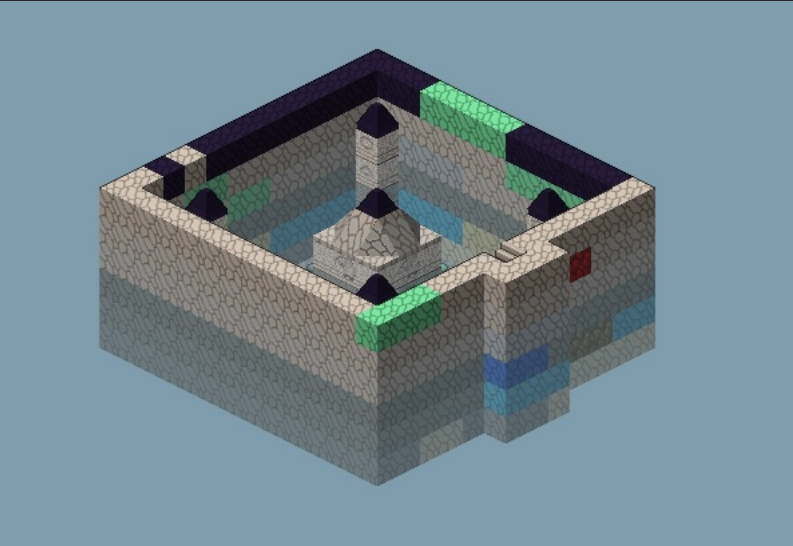
Hemtatite 17th, 251
I finally have my own office again. And it seems, just like as in Deathgate, I'm stuck taking inventory in the common room.

Malachite 1st, 251
Migrants have arrived! This means when the beacon is complete, I shall have more bodies for my brothers. There are five in this batch. Besmar, a woodcutter; Erush, a cook; Kel, a bonecarver; Logem, an animal caretaker; and Sibrek, a weaver. Amongst them, Kel, Logem, and Sibrek are marksdwarves, Besmar and axedwarf, and Erush is a macedwarf. Seeing as how they have nothing better to do, I've ordered Besmar and Vutok to begin training. For once, Vutok didn't complain. Probably because I made him the militia commander.

Galena 14th, 251
In anticipation of the coming supply caravan, I've ordered a trade depot built. The final level of the beacon has been excavated. A little more work and it'll be completed. The excitement is palpable.

Galena 27th, 251
A litter of kittens was born today, the first in Murdermachines. I've ordered the trio of adorable kittens butchered. I will not have a repeat of Deathgate.

Limestone 2nd, 251
The beacon is complete.



Despite working on it for months, Bomrek and Likot know nothing of its intended purpose. They are unsure of what the eldritch symbols mean, nor the importance of the geometric shapes. But no matter, soon my brothers will take their bodies as their own.

Limestone 3rd, 251
My brothers have been reborn. noodle0117 has taken the body of Stukos. Derm has possessed Vutok. He now calls himself "The Fearbringer". Perhaps he was in the void a little too long... Prosnorkulus has taken over Besmar Ulborb, calling himself the Stonemurderer, has taken over Bomrek. Jables takes the body of Likot and calls himself the Stoneman. Krosan takes the body of Sibrek. Raptor possesed the body of Kel. The body of Aban is taking by Atomic Avacado Saint takes the body of Logem.

With that, only Feb and Erush remained as themselves. Feb is too busy to notice the change in the others. Erush barely knew anyone else.

Limestone 4th, 251
noodle0117 and I converse for the first time in what may be eons. He was the second overseer of Deathgate, and our most gifted mechanic. He also had the misfortune of having to reincarnate about half a dozen times. Quite tragic. Still, this many bodies is not enough. Dozens of my brethren remain in the abyss. The beacon is complete, my brothers can arrive. Now it is time to make Murdermachines grow.

(OOC)
[Spoiler](#) (click to show/hide)
Undorfed People
Insanity Incarnate
Pufferfish
NRDL
peregarrrett
Troll Fur Sock
Chimpanzee
Yuli VlasI
Mr Space Cat
Pitchblende
MrGrau
Nonsequitorian
SanDiego
AoshimaMichio
Gloyd

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Teh_Idort** on **January 10, 2013, 03:55:10 pm**

Hell, I'd love a dorf on this.

Name him "Dortimus" And make him a disgruntled soldier, stuck doing menial tasks such as leatherworks.

Speaking of, Do voidspawn drop skins to make leather? Or any other resource that we're able to use to equip Murdermachines?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **January 10, 2013, 04:00:10 pm**

Quote from: Teh Idort on January 10, 2013, 03:55:10 pm

Hell, I'd love a dorf on this.

Name him "Dortimus" And make him a disgruntled soldier, stuck doing menial tasks such as leatherworks.

Speaking of, Do voidspawn drop skins to make leather? Or any other resource that we're able to use to equip Murdermachines?

They should qualify as sentient (they have their own civilization and such) unless I've made a mistake somewhere.
So they won't be butcherable.
They can craft weapons though. But I honestly can't say what level of metal they'll use. I believe they can use iron and bronze, perhaps even steel. But I cannot say if that works as intended or not.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Dermonster** on **January 10, 2013, 04:22:59 pm**

My name is Fear**breaker**.

Looks good otherwise. I'd write a journal but my computer is borked and this one is completely terrible.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **OREOSOME** on **January 10, 2013, 04:26:30 pm**

I'd like to be dwarfed.

Name:Kalver Verin
Job Name:Bladesman
Profession:Swordsdwarf

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **January 10, 2013, 04:38:47 pm**

Quote from: dermonster on January 10, 2013, 04:22:59 pm

My name is Fear**breaker**.

Looks good otherwise. I'd write a journal but my computer is borked and this one is completely terrible.

I was hoping you'd prefer Fearbringer.
With the whole demonic dwarves coming from the abyss to steal the bodies of other dwarves, Fearbreaker seems a little to noble for a body thief. But I can change it if your set on the name.

Speaking of body theives, the name of our dwarven group is "Bodythief the Void-wraith"

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Dermonster** on **January 10, 2013, 04:42:17 pm**

Oh, no I thought it was okay, I just wasn't sure if it was intentional or not.

Carry on.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **BFEL** on **January 10, 2013, 04:49:00 pm**

so Deathgate meets Spearbreakers?
How would that even work?
"Deathgate unleashes hell!"
"Spearbreakers is unfazed, unleashes mugs"

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **TheFlame52** on **January 10, 2013, 05:22:58 pm**

IT RETURNS

I'd like any mechanic. Flame, preferably male.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Mr Space Cat** on **January 10, 2013, 08:07:26 pm**

Quote from: Nonsequitorian on January 10, 2013, 03:05:57 pm

I hope they aren't intelligent enough to make real weapons or such. I think it's a bit silly when there's some sort of "God race" that's better in almost every way, including intellect, and yet still occupies the same realm as any other sentient race.

~~This wouldn't happen unless the voidspawn were permitted weaponry in the entity .txt file. Otherwise no, they probably wouldn't produce weaponry in worldgen or arrive armed with weapons in sieges. I assume it's entirely possible for them to arm themselves during a siege if one of them happens to tear a dwarf's axe out of his grasp and wield it, although it'd be more likely for them to tear off a pair of pants or some clothing and start bashing dorfs with it instead, so~~

Quote from: AnimaRytak on January 10, 2013, 04:00:10 pm

They can craft weapons though. But I honestly can't say what level of metal they'll use. I believe they can use iron and bronze, perhaps even steel. But I cannot say if that works as intended or not.

Oh. aaaaaw snap, this sounds worse than Holistic's spawn.

I'm not sure how you specify what metals a civ can use or not, I haven't delved that deep into entity files yet. It looks like you can force an entity to use wood materials with [WOOD_WEAPONS] and [WOOD_ARMOR], and it looks like [STONE_PREF] might permit a civ to use metals from ores, like copper or iron, but otherwise it might be up to the RNG in world-gen.

I'd just recommend the modding forums and/or the modding questions megathread for reference.

Also, nice beacon.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Vlasi** on **January 11, 2013, 12:19:30 pm**

Quote from: AnimaRytak on January 10, 2013, 02:35:34 pm

Their genders are a bit wonky and they're too small. But they are deadly. My only con-
Quote
too small. but deadly.

HAVE TO DRAW. WHERE PAPER?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **January 11, 2013, 12:55:34 pm**

Quote from: Yuli Vlasi on January 11, 2013, 12:19:30 pm

Quote from: AnimaRytak on January 10, 2013, 02:35:34 pm

Their genders are a bit wonky and they're too small. But they are deadly. My only con-
Quote
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HAVE TO DRAW. WHERE PAPER?

For reference, the overlords have a size of 360,000, about 6 times the size of a dwarf. However they're still smaller than a horse, which is 500,000.
In retrospect an overlord should've been about 1,500,000 in size.

Drones are slightly larger than two dwarves.
Plaguebringers are equal in size to three dwarves.
Soldiers are twice as big as a human.
A patriarch is three times the size of a human.

Final update coming later today!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Vlasi** on **January 11, 2013, 02:19:18 pm**

I didn't realize dwarves were THAT small. That throws a completely different light on what's going on in my fortresses. I wil never again underestimate the horror of being locked in a room with about 20 turkeys.
Especially when all of them are bigger than you.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **StLeibowitz** on **January 11, 2013, 05:11:35 pm**

God, I've been assuming I rule dwarves, not *microdwarves*. I can only imagine the embarrassment humans must feel posthumously when one of the militia decapitates them.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **January 11, 2013, 05:25:03 pm**



Currently our twelve dwarves are sharing six beds, and one table, and two chairs. Everyone is shoved into one rather large room that serves as our stockpile, crafting workshops, dormitories, barracks, dining room, and meeting hall. However these meager accommodations will not serve us any longer. It is time to turn Murdermachines into a proper fortress.



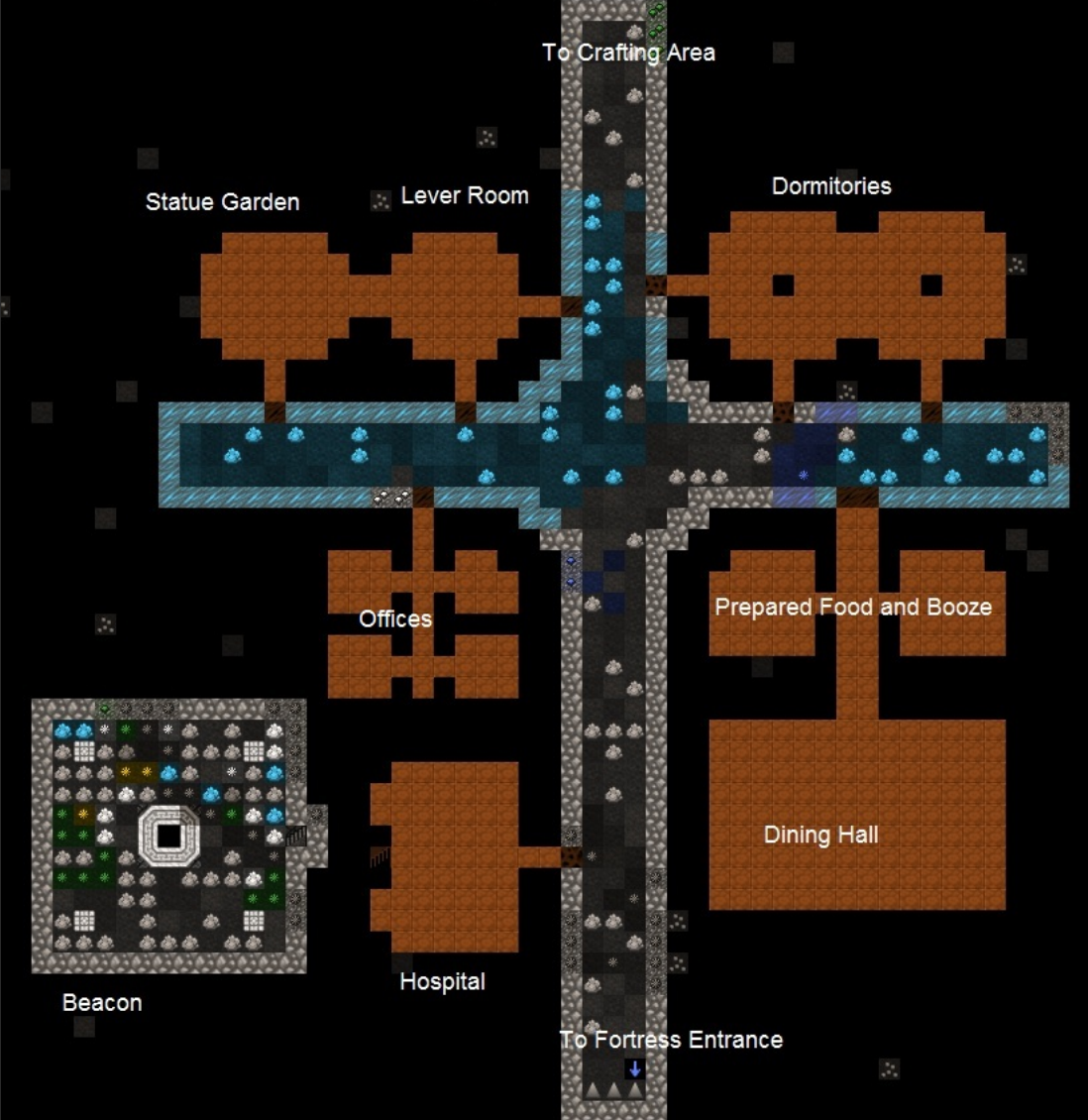
This shall be the fortress proper.
I've ordered Derm and Prosnorkulus to clear trees around the entrance while Jables and Ulborb dig out the fortress. Noodle is making mechanisms for the trade caravan. And everyone else is hauling.
Cept me. I'm counting plump helmet spawn.

Old habits die hard.

Limestone 20th, 251
Digging has revealed the following minerals.
Hematite
Native Gold
Malachite
Tetrahedrite
Galena
Gypsum

Additionally we have large quantities of Limestone.
Murdermachines will have steel, something Deathgate could never claim.

Limestone 24th, 251
Here's a doodle of the new area of the fortress.



Sandstone 28th, 251
Here's a doodle of the farm area.



The fortress proper is dug out already. We still lack workshop areas, but our food requirements come first. We may be technically immortal but these bodies aren't.

We had our second wave of migrants today as well, six in total. The new migrant wave brings our brothers Space Cat the Axedwarf, Dortimus the Axedwarf, Thorkild Járnóx the carpenter, and SanDiego the Architect.

Timber 16th, 251
The outpost liaison and a caravan arrived today. Some of my brothers suggest we simply take their goods, but I tell them we must appear normal. We require migrants and many of them. Such things will not happen if the mountainhome despises us. I ordered our mechanisms hauled to the trade depot. Trades went well. In exchange for our mechanisms, we received a very large quantity of booze and meat, along with a little cheese. For next year, I told them we'll need fish and cheese.

In return, they've requested the following.

Good	Price	Priority
crossbows	153	- O -
spears	159	- O -
ammunition	133	O --
headwear	203	--- O
leather waterskins	171	-- O
bracelets	157	- O -
rings	142	- O -
cloth	154	- O -
anvils	171	-- O
fish	185	-- O
windows	135	O --
blocks	132	O --

Moonstone 2nd, 251
We kick off winter with rain. Fantastic. But that's not why I'm pissed.

We decided to celebrate the new farm areas, and the new still, by drinking in our mostly empty dining hall. And I may have gotten a little drunk.

Feb Mozirlogem, Farmer	Lover
Limar Luthozshin Sedur	Deity
Toral Ikalzalis	Deity
`noodle0117' Gingbomrek, Mechanic	Friend
`Atomic Avocado' Athelgerig, Planter	Friend
`Ulborb' lbelsodel, Stonemurderer	Friend
Erush Imushiklist, Potter	Friend

I really, really need to stop drinking.

Moonstone 7th, 251
I've ordered an area dug out for the main stockpiles and the crafting rooms. It's quite large and will not be completed before the end of the year.

Opal 5th, 251
The water outside froze today. I had thought temperatures here were mild enough to avoid such things, but it seems I was wrong. With the year coming to an end soon, I've ordered walls constructed above ground. Between noodle and Thorkild, it should be finished before winter's end.

Opal 25th, 251
The water thawed and the above ground fortress is complete.

Obsidian 19th, 251
Numerous kobold bandits have attempted to break into our fortress. All of these attempts have failed thanks to the two puppies we have chained up by the entrance.

Obsidian 30th, 251
Unfortunately my duties as fortress bookkeeper, broker, and all around good chump leave me with little time to manage this place any further. I have no appointed overseer, so long as it is one of my brothers.

[Spoiler](#) (click to show/hide)



I don't actually want a pre-trained swordsdwarf. Just train up any old useless mook with a sword.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **OREOSOME** on **January 11, 2013, 10:53:57 pm**

Same here.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Chimpanzee** on **January 12, 2013, 03:34:02 am**

This is Phoebus pack right?
Also I suggest the next overseer to quickly brew some drinks! (If I am allowed to)

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **January 12, 2013, 03:34:42 am**

Quote from: Chimpanzee on January 12, 2013, 03:34:02 am
This is Phoebus pack right?
Also I suggest the next overseer to quickly brew some drinks! (If I am allowed to)

We actually have booze.
Barrels are another story.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Lt_Alfred** on **January 12, 2013, 08:39:13 am**

Can I be dorfed?

Name: Nised
gender: male
Profession: Marksdwarff/siege engineer
Profession name: Artillery officer
If possible can the next overseer build a ballista?

When will the Voids start attacking?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Viasi** on **January 12, 2013, 09:33:57 am**

Quote from: Lt_Alfred on January 12, 2013, 08:39:13 am
When will the Voids start attacking?
I guess it works similar to goblin sieges, but what do I know?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Nonsequitorian** on **January 12, 2013, 01:24:35 pm**

That is going to be hell, more literally than literally, that is going to be hell.

I just hope they are gentle with us. :I

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Lt_Alfred** on **January 12, 2013, 02:20:32 pm**

I hope not, the more blood and guts the better.
It would be very awesome if the goblins and the voidspawn siege us at the same time, all we need to do is lock our doors and let them greet each other with some good ol' violence.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **OREOSOME** on **January 12, 2013, 02:24:48 pm**

Quote from: Lt_Alfred on January 12, 2013, 02:20:32 pm
I hope not, the more blood and guts the better.
It would be very awesome if the goblins and the voidspawn siege us at the same time, all we need to do is lock our doors and let them greet each other with some good ol' violence.
Unless a repeat of the boatmurdered village occurs. Voidspawn and Goblin, living in peace outside of the fortress. Only instead of elephants and Gobbos, its the voidspawn with the gobbos.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Nonsequitorian** on **January 12, 2013, 02:26:22 pm**

oh god no....

I don't want to think about it. So much blood. So much non-dwarf.

so much non dwarf

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **January 12, 2013, 02:39:12 pm**

I don't know what will happen when voidspawn and goblins meet.
I have theories. Most of them bad.

Like I imagine the voidspawn will attack the goblins and turn them all into thralls.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Viasi** on **January 12, 2013, 03:03:56 pm**

ASSSSSIMILAATE ZEE GREEN SKINSS!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Lt_Alfred** on **January 12, 2013, 03:09:28 pm**

Maybe the goblins can be turned into test subjects? test how well can the Voidspawn perform in combat, if the goblins can kill some voidspawns, then they're obviously no match against dwarven !!MILITARY!!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **OREOSOME** on **January 12, 2013, 03:11:47 pm**

I know what I will do, in the eventuality that one of the dwarves becomes one of the thralls(Likely me or other military dwarves). The next incarnation will be slightly more... unhinged, than a normal dwarf.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Viasi** on **January 12, 2013, 04:00:29 pm**

Maybe the voidspawn seeks to return to its home. Maybe it is drawn to those touched by the void or even to the beacon itself. Maybe HE lied to us, tricked us, uses us as bait for his vile brood.
...
Of course, they could just be hungry.
Let them come.
They won't get any of our burgers.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **GentlemanRaptor** on **January 12, 2013, 08:11:23 pm**

I am now questioning my choice to be a marksdwarf.

Aw, who am I kidding. Death and glory!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **StLeibowitz** on **January 12, 2013, 10:30:30 pm**

Quote from: GentlemanRaptor on January 12, 2013, 08:11:23 pm
I am now questioning my choice to be a marksdwarf.
Aw, who am I kidding. Death and glory!

All are rewarded by Armok in the end. Die in glorious combat, and be comforted by the knowledge that you go then to the great trap hallway in the sky.

Actually, in this case you're more likely to be painfully converted into some voidspawned parody of your former self and feast upon the flesh of those you once loved, but I'm not a details person.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Aseaheru** on **January 12, 2013, 11:11:49 pm**

Quote from: BFEL on January 10, 2013, 04:49:00 pm
so Deathgate meets Spearbreakers?
How would that even work?
"Deathgate unleashes hell!"
"Spearbreakers is unfazed, unleashes mugs"
OH MY. and thus i shall now alert SpearBreakers.
can i have a dwarf?

I must join in on this!

DORF NAME: Tomio
DORF PROFESSION: A lasher, if no lashers, a hammerdorf
DORF JOB NAME: Voidspawn Scientist

InsanityIncarnates time frame has lapsed, its StLeibowitz turn now

Quote from: AnimaRytak on January 13, 2013, 05:28:52 pm
InsanityIncarnates time frame has lapsed, its StLeibowitz turn now

Oh, wow...I wasn't anticipating such a quick appearance of my turn, but okay. On the plus side, things haven't gone to hell yet!

Save is downloading.

EDIT: How does one uninstall a tileset from a save? The normal tiles appear to be screwy.

EDIT EDIT: Okay, the tileset was Phoebus, correct? If so, I'm replacing the raws. I'm going to assume any raw file in the save that has "deathgate" on it is not vanilla and thus must be re-added after I use the nuclear option, but are there any other files that were edited that I must back up?

And yes, this is all perfectly necessary. I dislike tilesets.

Wait, what? My turn!? Now? No, skipped? What!?

I am so confused.

Okay, update 1 will be up as soon as I can put my notes into Forum format and such...it was a busy month.

Quote from: InsanityIncarnate on January 13, 2013, 08:54:23 pm
Wait, what? My turn!? Now? No, skipped? What!?
I am so confused.

I'd offer you your turn back, but I already started. Sorry :(

I'll Take a Dwarf, name him Werty, and make him a Hammerdwarf, and mod in gold hammers :)

The Journal of Saint, High Overseer of Murdermachines, Master of the Void-Wraiths, and Templar of Armok.

OBSIDIAN 30, YEAR OF ARMOK 251

As of this day, Murdermachine's interregnum is over.

The heir apparent buggered off after the Founder, bless his Void-begotten heart, stepped down from the position of Overseer, and after about six hours of booze-soaked anarchy it has fallen to the Military - more specifically, me - to take command of this outpost, not even in its second year, and make it into a fortress worthy of the Void Wraiths. It will not be easy.

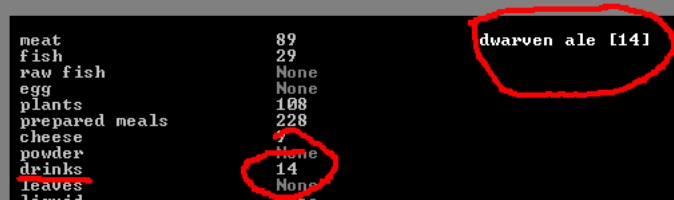
Primarily because the dwarf woman I have been provided as a host is delicately described by the others as "just incredibly fat".

She is short and just incredibly fat.

Even in death, the world still finds ways to torment me.

Now then, to business!

The fort appears to be in decent shape, unlike me, and we have enough food to last us a good long while, most of it being some incredibly well-made turkey egg biscuits. Superior, I'd go so far as to call them! Additionally we have alcohol. Ah, sweet rum, how I've missed -



Ale? All that time spent wasting away in the Void, and all I get when I come back is some biscuits and bloody Dwarven ale?

Where is the rum?

Why is the rum gone?

This must be fixed. What barbarians only drink ale? Why, it's undwarflike! Elfin, I would go so far as to say! Patches of sweet pods must be grown immediately! For peasant consumption, there shall be wine and ale and such - but for a Templar, only the finest rum will suffice.

Where was I...aha! Yes! Work orders!

Poor Ulborb, the chump, appears to be digging an immense chamber out that has no discernible purpose all on his lonesome. I'm not sure if it's some personal obsession of his or the last dwarf in the big chair was really just that sadistic, but I can't tell what in Armok's name the fellow is contributing with this, aside from a great deal of rocks. He'll be reassigned shortly to more rum-related projects.

There's also a few levers in the military area that I'm uncertain as to the purpose of. One is being connected still, but the other I just ordered somebody to pull on to see what happens. The dwarf responsible wandered back to me afterwards and said there was a piece of parchment labelling it as the door control. We have two doors - above and below ground. Huh. Go figure.

The Trade Depot is inaccessible due to some...interesting hallway designs, and otherwise this place has a distinct lack of traps. I can see a great deal of work here is needed before we can fight off the goblins.

GRANITE 6, YEAR OF ARMOK 252

One of our miners was whining about quickly I want them to dig out the rum distillery and how he felt his true calling lay in carting blocks of shit around instead. New edict: If you can hold a pick, that's about all you're doing for the rest of your life. Deal with it.

GRANITE 7, YEAR OF ARMOK 252

Some blighter named "Space Cat" was exploiting a loophole in his host's contract to let him get away with "storing an item in a barrel, sir!" as his sole mode of gainful employment. Fuck that, I said to him. You're on rum duty now. Hope you like mud.

GRANITE 11, YEAR OF ARMOK 252

Took the entirety of the first squad off-duty. Normally, I'd say "sure, keep training. We'll need some bodies to hurl at the goblins when they come and we have no traps." Not now, however.

Now, we are in a crisis situation. On this day, Murdermachines ran out of seeds.

Food Stores: 444			
Meat	86	Seeds	None
Fish	24	Drink	5
Plant	38	Other	291

The ale isn't far behind.

Emergency measures have been taken. Much as I love the biscuits the chef prepares, I have ordered cooking of food to stop. We will gnaw on raw mushrooms for a while to get the seeds. Plump Helmets, able to be eaten raw, are now not to be cooked under pain of exile.

GRANITE 19, YEAR OF ARMOK 252

Rith Erithnicat has become a Milker.
Besmar Lokumobur has become a Woodcutter.
Uutok Ostarsodel has become a militia commander.
Space Cat' Adasathel, The One Guy cancels Brew Drink: Needs empty food storage item.
You have struck red zircon!
Feb Mozirlogem, Farmer cancels Brew Drink: Needs empty food storage item.
Feb Mozirlogem, Farmer cancels Brew Drink: Needs empty food storage item.
Feb Mozirlogem, Farmer cancels Brew Drink: Needs empty food storage item.
Stray Dog <flame> has given birth to puppies.
'Sandiego' Rintarkezat, El Mechanico cancels Give Water: Need empty bucket.
Feb Mozirlogem, Farmer cancels Brew Drink: Needs empty food storage item.
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'Prosnorkulus' Lokumobur, Woodcutter has grown attached to a copper battle axe!

Prosnorkulus has started whispering sweet nothings to his axe. It's pretty damn disturbing in bed, I can tell you that.

GRANITE 21, OH ARMOK HELP ME 252

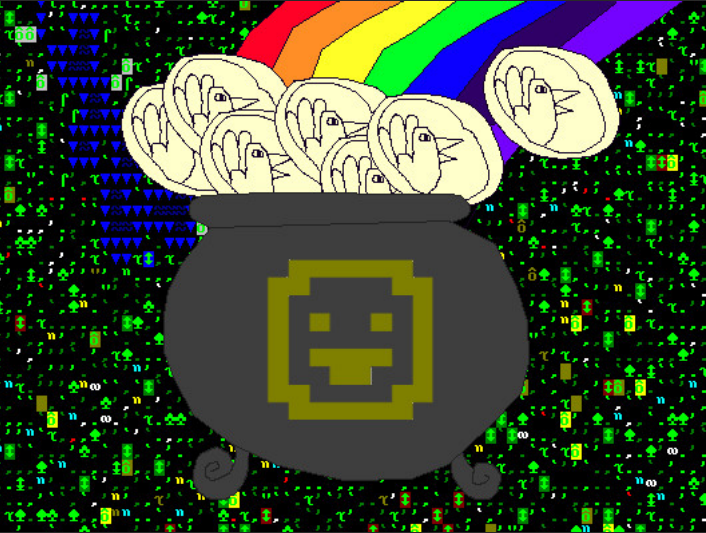
Well, I got the housing district set up. Ulborb's weird giant room has been subdivided into nice private apartments to be distributed on a first come, first serve basis.



That big apartment is mine, by virtue of when the miners complained I sat on Jables until he yielded. Sorry, lad, you can haul shit around some other time.

Booze is almost gone. We have three ales left, and I really must commend these fellow Void-Wraiths for their restraint - the miners have been thirsty for days, and yet refuse to even sip from the cache out of civic duty.

Why do we have so little booze, you might ask? Well, because *somebody* didn't listen when I said "no more fucking biscuits" and every new rock pot that rolls off the assembly line becomes a Murdermachines Special Crock o' Biscuits!



So, we're in dire straits on the sober front, with two legendary stonemurderers on the brink of realizing exactly what the hell is going on most of the time, and what do I get? What divine answer to my prayers for booze and pots does the Great Armok send?

Some migrants have arrived.

I need some rum...

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Dermonster** on **January 13, 2013, 09:45:47 pm**

Derm 'Fearbringer's log:

THAT BLOODY BASTARD Disassembled my squad and relieved me of duty! At least I had my axe when I was murdering trees. What if we get attacked? I'd chop HIS head off if I could. At least he's solving the booze problem, I guess.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **January 13, 2013, 10:06:47 pm**

The giant room was suppose to be the stockpile for all the fortress goods, cept food and such.
It was so pretty too :(

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **StLeibowitz** on **January 13, 2013, 10:21:59 pm**

Quote from: AnimaRytak on January 13, 2013, 10:06:47 pm
The giant room was suppose to be the stockpile for all the fortress goods, cept food and such.
It was so pretty too :(

Well, we're stockpiling dwarves in it now. I've always preferred winging it when it comes to stockpile space, anyways, with preference for sort of basement/attic type set-ups with the related workshops - but in this case, I thought it was just going to be some kind of immense open-air dormitory or something equally as offensive to my aesthetics :) . Sorry!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **bulborbish** on **January 13, 2013, 11:14:47 pm**

Ulborb's Log, Granite 252

Again they put me to work digging. Don't get me wrong, I was fine as long as I only had to feed AnimeRytak's ego, now I'm feeding the rum obsession of some nutty overseer who thinks that rum is the only priority and fails to see the value in wine. Now we're missing the grand stockpile and I'm expected to dig out more rooms.

Well, my booze break is over. Time to resume mining for the rum crusader.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Mr Space Cat** on **January 13, 2013, 11:19:22 pm**

Quote from: StLeibowitz on January 13, 2013, 09:34:53 pm
The Journal of Saint, High Overseer of Murdermachines, Master of the Void-Wraiths, and Templar of Armok.
GRANITE 7, YEAR OF ARMOK 252

Some blighter named "Space Cat" was exploiting a loophole in his host's contract to let him get away with "storing an item in a barrel, sir!" as his sole mode of gainful employment. Fuck that, I said to him. You're on rum duty now. Hope you like mud.

Sweet, mud! Who wants some mud rum? It tastes like rum, but it's earthier and more filling! It's actually just dirt and water, don't tell anyone.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **slowpokez** on **January 14, 2013, 06:03:38 am**

Quote from: StLeibowitz on January 13, 2013, 09:34:53 pm

GRANITE 19, YEAR OF ARMOK 252

Rith Erithnicat has become a Milker.
Besnar Lokumobur has become a Woodcutter.
Uutok Ostarsodel has become a militia commander.
'Space Cat' Adasathel. The One Guy cancels Brew Drink: Needs empty food storage item.
You have struck red zircon!
Feb Mozirlogem. Farmer cancels Brew Drink: Needs empty food storage item.
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SanDiego' Rintarkezat. El Mechanico cancels Give Water: Need empty bucket.
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→**Prosnorkulus' Lokumobur, Woodcutter has grown attached to a copper battle axe!**

Prosnorkulus has started whispering sweet nothings to his axe. It's pretty damn disturbing in bed, I can tell you that.

I need some rum...



Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Orange Wizard** on **January 14, 2013, 07:04:31 am**

flees in fear

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Vlas** on **January 14, 2013, 11:01:29 am**

Quote from: InsanityIncarnate on January 13, 2013, 08:54:23 pm

Wait, what? My turn!? Now? No, skipped? What!?
I am so confused.

Quote from: dermonster on January 13, 2013, 09:45:47 pm

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Quote from: AnimaRytak on January 13, 2013, 10:06:47 pm

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It was so pretty too :(

Quote from: bulborbish on January 13, 2013, 11:14:47 pm

Again they put me to work digging. Don't get me wrong, I was fine as long as I only had to feed AnimeRytak's ego, now I'm feeding the rum obsession of some nutty overseer who thinks that rum is the only priority and fails to see the value in wine. Now we're missing the grand stockpile and I'm expected to dig out more rooms.

So. Much. Sad.

If you haven't thought about how you are going to explain why your dwarf loses his position as fortress overseer yet, you just made yourself alot of enemies in the fort.
And in case no one else volunteers I'd like to give my turn to InsanityIncarnate.

EDIT: Wow, slowpokez already has two pictures up. I'm still failing at uploading the first one. For some reason imgur doesn't seem to take it.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Fr0stByt3** on **January 14, 2013, 03:15:03 pm**

I'd like a dorf.
Name: Xaren
Profession: Master Runesmith
Job: Weapon/Armorsmith

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Aseaheru** on **January 14, 2013, 03:37:38 pm**

May i grab a dwarf?
Name:whatever it is
Job: Marksdwarf+Mechanics+ROCK POTS.
Job name: Name based revenge seeker
FLUF: dislikes elves, will have his revenge via pots full of mechanisms and bolts. AKA pot traps.
please no relations.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **StLeibowitz** on **January 14, 2013, 04:50:29 pm**

Might be an update tonight, might not be, depending on if I feel like micromanaging the vast army of useless, booze-swilling immigrants that showed up at the end of Granite after I finish schoolwork. On the plus side, First Squad can go back on duty since there's now a large supply of free labor that can't tell the sharp end from the holdy end of a sword.

Military Governor Dwarf....AWAAAAAY!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Gentlefish** on **January 14, 2013, 06:26:24 pm**

Puff's Mind-Journal:

I can't believe I haven't made it through yet. My hands ache to touch stone again. I wish to sculpt beautiful masterpeices, to create beautiful traps, to design glorious buildings.

When shall I be free?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Orange Wizard** on **January 14, 2013, 06:41:05 pm**

Quote from: Yuli Viasi on January 14, 2013, 11:01:29 am

And in case no one else volunteers I'd like to give my turn to InsanityIncarnate.

Thankyou, good sir! I promise not to be a total moron and forget it this time!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **January 14, 2013, 06:57:00 pm**

If Slowpokez is alright with it, I can just add Insanity back on the list after StLeibowitz.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **slowpokez** on **January 14, 2013, 07:34:18 pm**

Quote from: AnimaRytak on January 14, 2013, 06:57:00 pm

If Slowpokez is alright with it, I can just add Insanity back on the list after StLeibowitz.

Sure ;)

An extra year before i manage to turn it all into a complete clusterfuck is always good i guess :P

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Wastedlabor** on **January 15, 2013, 02:50:21 am**

Dorfling plz.

Name: Dappercat
Job Name: Gentledwarf
Profession: Clothier+Leatherworker+Soapmaking+Gem setter+Wax worker

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **StLeibowitz** on **January 15, 2013, 05:48:34 pm**

From the Journal of Saint, Military Governor of Murdermachines, Master of the Void-Wraiths, and Templar of Armok.

GRANITE 21, YEAR OF ARMOK 252

Twenty-four dwarves. Twenty-four thirsty, hungry, seedless, boozeless, useless immigrants. What drew them here, I wonder? The stories of our wide and spacious hallways empty of Rum? The chance to be possessed by the denizens of the Void? The beautifully forested prairies that we intend to defoliate in the name of industry?

Citizens <41>	Pets/Livestock <27>	Other
'Jables' Stigazlibash, Stoneman		
'Ulborb' Ibelsodel, Stonemurderer		
Olon Gebnomal, Woodworker		
Morul Oddomkadol, Bowyer		
Stukos Gikenathel, Bowyer		
Goden Degeltunam, Engraver		
Uzol Cattenzatam, Animal Caretaker		
Morul Stukoslelum, Armorer		
Bin Reskaleshtan, Armorer		
Kumil Ingishlegon, Metalcrafter		
Irist Domasubal, Weaponsmith		
Iobul Zaludbomrek, Weaponsmith		
Zefon Alathiteb, Bone Carver		
Wistom Shelretcaten, Bone Carver		
'axedwarf' Umellonham, Glassmaker		
'Thorild Jannox' Aristlokum, Glazer		
Enush Imushiklist, Potter		
Irbal Konosenseb, Potter		
Tun Koshalath, Wax Worker		
Alath Lokunaknam, Weaver		
'axedwarf' Athamas, Woodcrafter		
Cilob Morulsacat, Fishery Worker		
Feb Mozirlogem, Farmer		
Cilob Kubukrath, Dyer		
Olin Emalfikod, Dyer		
Kubuk Kubukathel, Dyer		
'Space Cat' Adasathel, The One Guy		
Iteb Melbilgidthur, Lye Maker		
'Atomic Avocado' Athelgerig, Planter		
Id Rigothlelum, Planter		
'axedwarf' Kanmonom, Potash Maker		
Iteb Lisatast, Shearer		
'noodle0117' Gingbomrek, Mechanic		
'AnimaRytak' Gisekmuthkat, Overlord		
'Raptor' Olinlenod, Sniper		
'Saint' Ducimakum, Armok Templar		
'SanDiego' Rintarkesat, El Mechanico		
Utok Ostarsodel, Beekeeper		
'Prosnorkulus' Lokumobur, Axedwarf		
'Dartimus' Erithnicat, Axedwarf		
'speardwarf' Isaniden, Peasant		

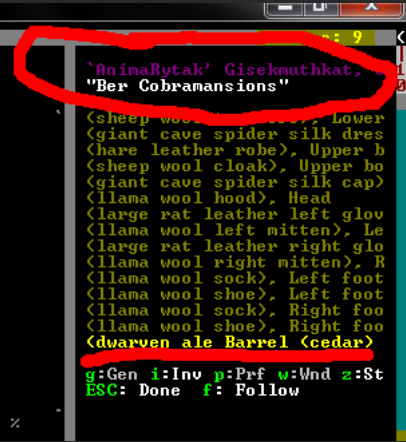
Whatever the reason, they came, and we have only 3 ales left.

When the blighters got to the front door of the fort, I asked how many of them knew how to hold an axe. Three raised their hands, and they're now Squad Three, along with a dwarf who really wasn't good for much else besides stabbing. The rest, I split up into three major camps: They Who Brew, They Who Grow, and They Who Carve Rock Pots. There was also a dwarf who told me, "Boss, if it's related to wood, I can handle it." Considering he provided his own axe, I figured why not. Prosnorkulus can have a friend to talk to out there besides his damn axe.

I've also sent a few dwarves out to do some seed-gathering above ground. I don't like it, but even such an elvish activity as open-air farming is preferable to drinking stagnant lake water.

GRANITE 23, YEAR OF ARMOK 252

I have discovered why nobody has drank the last of the ale yet. It wasn't out of a sense of civic duty, like I'd assumed. No, the dwarves here are too basic for such urges as "patriotism" or "selflessness" to motivate them. The last 3 ales have remained undrunk and kept on-record because **ANIMARYTAK THE LAST OVERSEER HAS BEEN HOGGING ALL THE BOOZE FOR HIMSELF IN HIS OFFICE!**



He's been holed up in his bloody office since I announced the rationing system I came up with, "updating the records" for days on end! Now, though...now I know.

I know what the bastard is up to.

I know.

GRANITE 25, YEAR OF ARMOK 252

OH WHAT THE ARMOK IS IT NOW?!?

+Bin Reskaleshtan, Armorer has been possessed!

Some armorer named Bin something-or-other has gone and angered the spirit world. Armok help her if she demands I build a forge. I am *not* setting up a new industry in a time of bloody crisis just so some disembodied gnome or whatever can bang some garbage can lids together.

GRANITE 26, YEAR OF BATTLE 252

You know what? I'm sick of this fucking world again. Soon as I can, I'm bugging off back to the Void where the rightful overseer went and dragging his sorry essence back out here to run this shithole. Cold empty nothingness may be boring, but at least it isn't actively trying to fuck me over.

The Wereape Alu Odiyarenuna has come! A large ape. It is crazed for blood and flesh. Its eyes glow mahogany. Its sandy taupe hair is long and shaggy. Now you will know why you fear the night.

Press Enter to close window

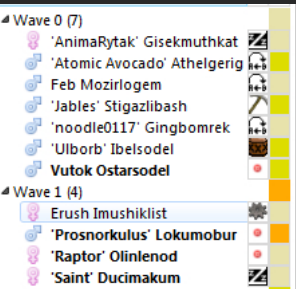
I took both squads out so we can end this little apeshit. While SanDiego and I fired arrows in at the bastard, the Fearbringer brought honor to his name and some extra rum rations for himself by charging in and hacking at it from behind. When SanDiego ran out of bolts, he added his meager strength in as well.

The Fearbringer hacks The Wereape in the left foot from behind with his <copper battle axe>, tearing apart the muscle and bruising the bone! A sensory nerve has been severed, a ligament has been torn and a tendon has been torn!
The Axedwarf scratches The Wereape in the left upper arm from behind, tearing the muscle!
The Axedwarf punches The Wereape in the right upper arm from the side with her left hand, bruising the muscle!
The El Mechanico punches The Wereape in the right upper leg with her right hand, but the attack glances away!
The Fearbringer hacks The Wereape in the upper body from behind with his <copper battle axe>, tearing the muscle!
An artery has been opened by the attack!
The Axedwarf scratches The Wereape in the lower body from behind, tearing the muscle!
The Wereape strangles The militia captain's throat!
The Axedwarf punches The Wereape in the right lower arm from the side with her left hand, but the attack glances away!
The El Mechanico punches The Wereape in the lower body with her left hand, bruising the muscle!
The Fearbringer hacks The Wereape in the left upper arm from behind with his <copper battle axe>, tearing apart the muscle and bruising the bone! An artery has been opened by the attack, many nerves have been severed and a tendon has been torn!
'Krosan' Uvelrigoth, Marksdwarf has suffocated.

OOC: This is page three of the report, and the one that sums it up nicely. The Fearbringer is a berserker.

The ending was a truly glorious flurry of blows, until the Fearbringer's many blows brought low the foul werebeast. Truly, this was a fight that will be sung about once we get a proper mead hall...and some mead, maybe.

My only regret is that we were too late to save Krosan.



Truly, one does not know how much they will be missed until they are gone. Even though his spirit has only fled to places easily retrievable, his loss hit us hard - for if he could fall, what other child of the Void could follow?

Perhaps Armok will be pleased with this sacrifice of blood? Perhaps the great Blood God will show favor on us poor, benighted beings, and grant us the nectar of the gods, the holiest of all alcohols - the blood-wine of the Golden Table? Surely, Krosan's death and the Were-Ape's defeat were not in vain?

Where are you, Armok?

~~~~

Well, that was an interesting month of Granite. Considering the Fearbringer's performance in combat and the sudden vacancy left by the militia commander's untimely strangling, I think he might be seeing a promotion in his future.

No dwarfings right now, sorry everyone :( I'll compile a list and check the new suckers for worthy ones next update.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Dermonster** on **January 15, 2013, 05:54:26 pm**

Derm's log:

Finally got put back on duty.

As a regular soldier. My anger knows no bounds.

Got to test my skills against a were-beast, foul creature was no match for my axe.

Fortunately, my commander had an... accident during the fight, leaving me to get promoted back to my old job.

Funny how that happened.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **AnimaRytak** on **January 15, 2013, 06:19:33 pm**

I thought Derm was the militia commander o.O Krosan was commander of the marksdwarf squad.

Also we get attacked by a god damn wereape in our second year. Can I get a hell-yeah?!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **StLeibowitz** on **January 15, 2013, 06:55:50 pm**

Quote from: AnimaRytak on January 15, 2013, 06:19:33 pm

I thought Derm was the militia commander o.O Krosan was commander of the marksdwarf squad.

I honestly have no clue. All I know was that someone official-sounding in the army died after I rebuilt Derm's squad, and he acquitted himself in combat well enough to earn some kind of reward. If he already is the chief of the army, he gets a fancy new apartment or a front-row seat in the Temple of Armok/Dining Hall I'm planning, or something.

I kind of wish I'd built some cages for the were-ape, now, actually...he'd have been an excellent initiating sacrifice.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **NRDL** on **January 15, 2013, 09:03:44 pm**

Have I been dorfed yet?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **StLeibowitz** on **January 15, 2013, 09:46:37 pm**

Quote from: NRDL on January 15, 2013, 09:03:44 pm

Have I been dorfed yet?

Nobody got dwarfed yet on my turn. I aim to fix that since we just got a giant shipment of free dwarves, though. Unless you have really specific requirements, yo should have a body by the next update.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Wastedlabor** on **January 15, 2013, 09:58:18 pm**

(I'm just happy with a Clothier, but with the other listed professions activated. :3 )

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **AnimaRytak** on **January 15, 2013, 11:22:04 pm**

Here's some fun stats from the worldgen.

|                  |
|------------------|
| 125777 Voidspawn |
| 127558 Dwarves   |
| 137846 Humans    |
| 200705 Elves     |
| 110853 Goblins   |
| 3785 Kobolds     |
| Total: 706524    |

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **peregarrett** on **January 16, 2013, 03:07:11 am**

I'll take Kumil the Metalcrafter and start working with gold crafts. Give him a personal magma forge and two stockpiles - for gold bars and for stuff to stud with it. Steel axes menacing with spikes of gold, anyone?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **SanDiego** on **January 16, 2013, 07:16:14 am**

Quote from: StLeibowitz on January 15, 2013, 05:48:34 pm

When SanDiego ran out of bolts, he added his meager strength in as well.

Meager strength? I *totally* bruised it's stomach man! With, like, my hand!

On a second thought, was anyone bitten?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Lt\_Alfred** on **January 16, 2013, 08:50:02 am**

Will I be dorfed any time soon?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Yuli Viasi** on **January 16, 2013, 09:00:14 am**

Quote from: AnimaRytak on January 15, 2013, 11:22:04 pm  
127558 Dwarves  
200705 Elves

We have to fix that.  
Quote from: SanDiego on January 16, 2013, 07:16:14 am  
On a second thought, was anyone bitten?

Why are you asking?  
Spoiler (click to show/hide)  
http://www.youtube.com/watch?feature=player\_detailpage&v=E9WBNgrv3Ww#t=19s  
Oh, right.

I'd like to change my dorfing preferences. Take an useless dwarf with no skill in gemcutting and gemsetting and make him both. Let him practise on stone.  
Quote from: peregarrett on January 16, 2013, 03:07:11 am  
Steel axes menacing with spikes of gold, anyone?  
Yes. Plus gems.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Chimpanzee** on **January 16, 2013, 09:16:49 am**

I am one of the few who haven't been dorfed yet.  
Can I please take Olon, the woodworker?  
Name: Pan  
Profession name: Foe of Elves (new name)

Edit: :-\

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **peregarrett** on **January 16, 2013, 09:25:01 am**

Quote from: Yuli Viasi on January 16, 2013, 09:00:14 am  
Quote from: peregarrett on January 16, 2013, 03:07:11 am  
Steel axes menacing with spikes of gold, anyone?  
Yes. Plus gems.

Encrusting of weapons and armor is unavailable in vanilla. It can me modded in, but will require to regen the world.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Yuli Viasi** on **January 16, 2013, 10:17:33 am**

Just looked it up. I have no idea why I didn't know that. I guess it's because caravans sometimes bring encrusted stuff. So many dreams crushed...  
There are moments where I think I *almost* mastered Dwarf Fortress. But then Dwarf Fortress laughs and punches me in the face.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **slowpokez** on **January 16, 2013, 12:20:03 pm**

Now you know why you will fear the night...  
Spoiler (click to show/hide)

The Wereape Alu Odiyarenuna has come! A large  
ape. It is crazed for blood and flesh. Its eyes  
glow mahogany. Its sandy taupe hair is long and  
shaggy. Now you will know why you fear the night.

Press Enter to close window



Quote from: AnimaRytak on January 15, 2013, 06:19:33 pm  
I thought Derm was the militia commander o.O Krosan was commander of the marksdwarf squad.  
Also we get attacked by a god damn wereape in our second year. Can I get a hell-yeah?!

Hell-Yeah?!!!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **GentlemanRaptor** on **January 16, 2013, 01:06:22 pm**

Jesus. That is one ugly (brilliantly-drawn) were-ape.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **peregarrett** on **January 16, 2013, 01:52:35 pm**

Quote from: slowpokez on January 16, 2013, 12:20:03 pm  
Now you know why you will fear the night...  
Spoiler (click to show/hide)

The Wereape Alu Odiyarenuna has come! A large ape. It is crazed for blood and flesh. Its eyes glow mahogany. Its sandy taupe hair is long and shaggy. Now you will know why you fear the night.

Press **Enter** to close window



This is a masterful clay brick shit by Peregarrett on 2013. It relates to masterful image of Wereape Alu Odiyarenuna drawn by slowpokez

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **tomio175** on **January 16, 2013, 03:06:16 pm**

**Dorf Name:** Tomio175  
**Dorf Profession:** Mechanic, smith (armor or weapons)  
**Dorf Profession Name:** !!!SCIENTIST!!!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Yuli Vlas** on **January 16, 2013, 03:14:54 pm**

Finally figured out what the problem with imgur was.  
[Spoiler](#) (click to show/hide)



A voidspawnsoldier from the side. Imagine the visor-thing to be attached to its chin, so it's theeth only get revealed when it opens it's mouth.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **StLeibowitz** on **January 16, 2013, 04:52:06 pm**

[Quote from: SanDiego](#) on [January 16, 2013, 07:16:14 am](#)  
On a second thought, was anyone bitten?

I think the were-ape gnawed on Krosan a little, but unless ghosts can contract monkeyitis I doubt that'll have more of an impact than, say, the ongoing booze shortage.

[Quote from: slowpokez](#) on [January 16, 2013, 12:20:03 pm](#)  
Now you know why you will fear the night...  
[Spoiler](#) (click to show/hide)





Jesus Christ, that's fucking horrifying :o I was just envisioning some kind of albino gorilla, but that...my God, I should have caught that thing and trained it!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Dermonster** on **January 16, 2013, 04:54:18 pm**

And then I murdered it.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **AnimaRytak** on **January 16, 2013, 05:44:35 pm**

[Quote from: slowpokez on January 16, 2013, 12:20:03 pm](#)

Now you know why you will fear the night...

[Spoiler](#) (click to show/hide)

The Wereape Alu Odiyarenuna has come! A large ape. It is crazed for blood and flesh. Its eyes glow mahogany. Its sandy taupe hair is long and shaggy. Now you will know why you fear the night.

Press **Enter** to close window



[Quote from: AnimaRytak on January 15, 2013, 06:19:33 pm](#)

I thought Derm was the militia commander o.O Krosan was commando of the marksdwarf squad.  
Also we get attacked by a god damn wereape in our second year. Can I get a hell-yeah?!  
Hell-Yeah?!!!

I'm really glad I don't have to sleep anytime soon.

[Quote from: Yuli Vlasl on January 16, 2013, 03:14:54 pm](#)  
Finally figured out what was the problem with imgur.  
[Spoiler](#) (click to show/hide)



A voidspawnsoldier from the side. Imagine the visor-thing to be attached to its chin, so it's theeth only get revealed when it opens it's mouth.  
Hmm. Not exactly what I pictured but still interesting. Almost reminds me of an Evangelion.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Mr Space Cat** on **January 16, 2013, 05:49:52 pm**

[Quote from: slowpokez on January 16, 2013, 12:20:03 pm](#)  
Now you know why you will fear the night...  
[Spoiler](#) (click to show/hide)

The Wereape Alu Odiyarenuna has come! A large  
ape. It is crazed for blood and flesh. Its eyes  
glow mahogany. Its sandy taupe hair is long and  
shaggy. Now you will know why you fear the night.

Press **Enter** to close window



Nyeh! ([http://www.youtube.com/watch?v=mQn5acNclM0&feature=player\\_detailpage#t=14s](http://www.youtube.com/watch?v=mQn5acNclM0&feature=player_detailpage#t=14s)) All of my do not want.

[Quote from: Yuli Vlasl on January 16, 2013, 03:14:54 pm](#)  
[Spoiler](#) (click to show/hide)



A voidspawnsoldier from the side. Imagine the visor-thing to be attached to its chin, so it's theeth only get revealed when it opens it's mouth.  
That's pretty cool. I assume this is done in Photoshop? Cool smoky sorta texture you did there, it reminds me of sandstorms or something.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Dermonster** on **January 16, 2013, 05:53:22 pm**

What's on my dwarfs personality/looks screen thing?

GRANITE 27

In the wake of the loss of Krosan, I have deemed it prudent to bring more of our brothers and sisters into this world. I have culled the most well-suited dwarves from the sober flock and presented them at the beacon, and the following have emerged and identified themselves:

Xaren

Spoiler (click to show/hide)

Iteb Melbilgidthur, "Iteb Ionegrasped", Runesmith

Iteb Melbilgidthur has been quite content lately. She admired a fine Seat lately. She dined in a good dining room recently. She talked with the spouse lately. She has been satisfied at work lately. She admired a fine tastefully arranged Statue lately.

She is married to **Trist Guildspirits**.

She is a citizen of The Rampart of Tours. She is a member of Bodythief the Void-Wraith. She is a former member of The Passionate Picks. She is a former member of The Early Chamber. She arrived at Usanstakud Nazushmestthos on the 21st of Granite in the year 252.

She is one hundred eight years old, born on the 1st of Granite in the year 144.

She is short and skinny. She has a very broad chin. Her hair is clean-shaven. Her nose is upturned. Her slightly wide-set heliotrope eyes are round. Her nose bridge is somewhat concave. Her somewhat broad short ears have small lobes. Her skin is ecru.

She is quite durable and quick to heal, but she is very clumsy.

Iteb Melbilgidthur likes kaolinite, bronze, turquoise, gems, earrings, hare men for their long ears and muck roots for their twisting shape. When possible, she prefers to consume brown recluse spider, kangaroo cheese and prickly berry wine. She absolutely detests lizards.

She has good creativity, but she has poor empathy, little linguistic ability, a poor memory and very bad intuition.

She tends not to openly express emotions. She likes to try new things. She finds helping others rewarding. She is not affected by the suffering of others. She lacks confidence. She blows her breath out when she's annoyed. When she is nervous, she clicks her tongue. She mutters under her breath when she's thinking. She needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

Dappercat

Spoiler (click to show/hide)

Tobul Zaludhomrek, "Tobul Futurewhipped", Gentledwarf

Tobul Zaludhomrek has been quite content lately. He dined in a good dining room recently.

He is married to **Deduk Worshipsgroup**.

He is a citizen of The Rampart of Tours. He is a member of Bodythief the Void-Wraith. He is a former member of The Gravel of Dabblers. He is a former member of The Early Chamber. He arrived at Usanstakud Nazushmestthos on the 21st of Granite in the year 252.

He is one hundred five years old, born on the 1st of Granite in the year 147.

He is weak, short and skinny. His hair is dry. His very long sideburns are neatly combed. His very long moustache is neatly combed. His long beard is braided. His very long hair is tied in a pony tail. He has a very broad chin. His teeth are tangled. His heliotrope eyes are very round. His nose is upturned. He has a low voice. His broad small-lobed ears are splayed out. His somewhat short head is narrow. His eyebrows are quite sparse. His ears are somewhat short. His hair is dark tan mixed with gray. His skin is sepia.

He is quite durable and quick to heal, but he is weak and quite susceptible to disease.

Tobul Zaludhomrek likes limonite, nickel silver, light yellow diamond, black-cap wood, cow leather, giraffe horn, giant sloth bone, bucklers and bracelets. When possible, he prefers to consume giant parakeet and gutter cruor. He absolutely detests mosquitos.

He has great analytical abilities, great creativity, a natural inclination toward language and a lot of willpower, but he has poor focus.

He rarely feels discouraged. He is comfortable in social situations. He is willing to compromise with others. He whispers when he's nervous. He needs alcohol to get through the working day. He likes working outdoors and grumbles only mildly at inclement weather.

A short, sturdy creature fond of drink and industry.

Kalver Verin

Spoiler (click to show/hide)

Ilral Konosenseb, "Ilral Brassbases", Bladesmith

Ilral Konosenseb has been quite content lately. He dined in a good dining room recently. He admired a completely sublime Bridge lately. He was caught in the rain recently. He has been satisfied at work lately. He admired a fine tastefully arranged Statue lately.

He is married to **Id Craftwane**.

He is a citizen of The Rampart of Tours. He is a member of Bodythief the Void-Wraith. He is a former member of The Rope of Culminating. He is a former member of The Infamous Seal. He arrived at Usanstakud Nazushmestthos on the 21st of Granite in the year 252.

He is seventy-three years old, born on the 1st of Granite in the year 179.

He is short. His hair is dry. His medium-length sideburns are neatly combed. His very long moustache is arranged in double braids. His very long beard is arranged in double braids. His long hair is arranged in double braids. His heliotrope eyes are round. His ears are splayed out. His nose is upturned. His somewhat short head is narrow. His eyebrows are quite long. His hair is dark tan. His skin is brown.

Ilral Konosenseb likes native copper, pig iron, gold opal, saguaro rib wood wood, giant crow leather, donkeys for their stubbornness and impala men for their mighty leaps. When possible, he prefers to consume giant rattlesnake, spotted ratfish and fisher berry wine. He absolutely detests slugs.

He has a great ability with magic, but he has poor creativity, a poor memory and lousy intuition.

He prefers that others handle the leadership roles. He dislikes intellectual discussions. He is very willing to compare himself favorably with others. He is organized. He often does the first thing that comes to mind. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

Peregarratt. Peregarat? Peragaret?

Spoiler (click to show/hide)

Kumil Ingishlegon, "Kumil Bodicevander", Metalcrafter

Kumil Ingishlegon has been quite content lately. She has complained of the crowded tables lately. She dined in a good dining room recently. She admired a very fine Bridge lately. She has been satisfied at work lately. She was caught in the rain recently.

She is married to **Tun Slaughterbolted**.

She is a citizen of The Rampart of Tours. She is a member of Bodythief the Void-Wraith. She is a former member of The Infamous Seal. She is a former member of The Bodices of Competition. She arrived at Usanstakud Nazushmestthos on the 21st of Granite in the year 252.

She is ninety-one years old, born on the 1st of Granite in the year 161.

She is short, not overly strong. Her slightly protruding heliotrope eyes are round. Her hair is dry. Her medium-length hair is tied in a pony tail. Her nose is slightly upturned. Her somewhat short head is narrow. Her ears are somewhat short. Her hair is dark tan with some gray. Her skin is dark tan.

She is weak, quick to tire and remarkably clumsy.

Kumil Ingishlegon likes gypsum plaster, pig iron, star ruby, short swords, barrels, rabbits for their ears and monitor lizards for their intelligence. When possible, she prefers to consume fisher berry wine, dwarven sugar and quarry bush leaves. She absolutely detests bark scorpions.

She has a great memory and a way with words, but she has poor analytical abilities and next to no willpower.

She is in a constant state of internal rage. She occasionally overindulges. She is very friendly. She enjoys being in crowds. She is modest. She stiffens up when she's surprised. She needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

Suitable matches did not exist for the others. Why they would want to exist in this booze-dry wasteland anyways is beyond me, but I suppose a body and no rum is better than rum and no body, or even no body and no rum. Those poor, poor fools.

I assembled a third squad of random mooks I found shuffling the halls. No axes yet, but hopefully the walls I knocked out near the trade depot will let the caravans fix that for us.

Bim remains a gibbering wreck.

SLATE 5

This is a day that shall live in infamy.

I ordered one of the new peasant recruits into AnimaRytak's office when he wasn't looking to confiscate the ale. I had it brought to the stockpile and admonished the thirsty dwarves to remember we had to make this stretch until the first of the new liquor pours from the taps.

|                     |            |              |             |
|---------------------|------------|--------------|-------------|
| <b>Food Stores:</b> | <b>468</b> |              |             |
| <b>Meat</b>         | <b>65</b>  | <b>Seeds</b> | <b>2</b>    |
| <b>Fish</b>         | <b>15</b>  | <b>Drink</b> | <b>None</b> |
| <b>Plant</b>        | <b>65</b>  | <b>Other</b> | <b>321</b>  |

...Dwarves are not creatures of moderation.

Murdermachines is now officially a dry fortress. The outlook on the pot situation is bleak - the idiots in the stockpile rooms are just cramming random objects into them now, instead of biscuits, instead of beer - and thus have I ordered the construction of a well so we can at least get some clean water.

SLATE 8

Well, I'll be damned. The rock carvers did it! Pots are flowing freely out of the crafting chambers.

And look! Stukos Lightningrained even managed to grab one before it was repurposed for pebbles!

Stukos Gikenathel, Bowyer

"Stukos Lightningrined"

♂

**Brew Drink**

Competent Axedwarf

Novice Shield User

Novice Armor User

Novice Dodger

Novice Butcher

Novice Brewer

Novice Cheese Maker

Great Bowyer

Expert Comedian

Great Flatterer

The Eighth of Slate shall hereafter be known as Lightning Day, the day when this brave champion beat back the merciless hordes of teetotaling traitors and saved Murdermachines from Prohibiton! Praise Armok!

SLATE 9

A few other brave, anonymous heroes have taken it upon themselves to begin the brewing of sweet, sweet alcohol as well!

|                     |            |              |            |
|---------------------|------------|--------------|------------|
| <b>Food Stores:</b> | <b>476</b> |              |            |
| <b>Meat</b>         | <b>64</b>  | <b>Seeds</b> | <b>4</b>   |
| <b>Fish</b>         | <b>15</b>  | <b>Drink</b> | <b>10</b>  |
| <b>Plant</b>        | <b>63</b>  | <b>Other</b> | <b>320</b> |

I think it's safe to say that we've put the worst behind us. Murdermachines can return to its pleasingly alcohol-soaked state of contentment once more.

Well...once one last thing is taken care of.

SLATE 25



Militia Captain Krosan has received a large, smoothed-over, and well-engraved tomb to house his body's restless spirit after death. It is carved into a lovely pair of blue mineral veins - microcline and cobaltite - and is situated due south of the growing apartment complex.

This has been a peaceful month, a lull in the constant struggle to survive. We have well over 150 drinks of all sorts, though still no rum. I suppose if you want something done right, you've got to do it yourself.

~~~


Construction on the sacrificial temple/dining hall is starting. Long drops stun creatures and make them vulnerable to traps, correct?

Quote from: dermonster on January 16, 2013, 05:53:22 pm

What's on my dwarfs personality/looks screen thing?

I'll check the save later. What I do know right now is that AnimaRytak's dwarf has a grudge against both you and the late Krosan, and that's about it.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **Pitchblende** on **January 16, 2013, 10:30:51 pm**

I believe stunning won't set off traps, but unconsciousness will. A long drop will probably make most creatures give into pain anyway.

A GCS behind a fortification would be ideal since being webbed sets off any traps.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **peregarrett** on **January 16, 2013, 11:10:19 pm**

Name her Peregarrette =)

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **Yuli Viasi** on **January 17, 2013, 11:29:18 am**

Quote from: AnimaRytak on January 16, 2013, 05:44:35 pm

Hmm. Not exactly what I pictured but still interesting. Almost reminds me of an Evangelion.

I initially wanted it to look like a mixture of tyranids and District 9's prawns. I failed at it and just drew this.

Quote from: Mr Space Cat on January 16, 2013, 05:49:52 pm

That's pretty cool. I assume this is done in Photoshop? Cool smoky sorta texture you did there, it reminds me of sandstorms or something.

Thank you. No it's not photoshop. I drew it's general shape by hand and coloured it in using Paint.NET

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **kefkakrazy** on **January 17, 2013, 05:32:20 pm**

YES YES YES YES YES THIS IS THE BEST DAY EVER

I WAS THE FIRST DORF TO DIE IN DEATHGATE II!

(Redorf when availability permits as Krosan II, marksdwarf. Squad captain would be nice but not required.)

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **SanDiego** on **January 17, 2013, 05:58:32 pm**

First dwarf to die in Deathgate; that's got to be something like being the first person to use a PC.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **GentlemanRaptor** on **January 17, 2013, 10:48:53 pm**

He won't be the only one, that's for sure. The military always ends up dying first and in the most imaginative ways.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **StLeibowitz** on **January 17, 2013, 11:13:52 pm**

Quote from: kefkakrazy on January 17, 2013, 05:32:20 pm

YES YES YES YES YES THIS IS THE BEST DAY EVER

I WAS THE FIRST DORF TO DIE IN DEATHGATE II!

(Redorf when availability permits as Krosan II, marksdwarf. Squad captain would be nice but not required.)

This is the first post I have seen on these forums that makes me doubt the poster's sanity.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **kefkakrazy** on **January 17, 2013, 11:41:31 pm**

Quote from: StLeibowitz on January 17, 2013, 11:13:52 pm

Quote from: kefkakrazy on January 17, 2013, 05:32:20 pm

YES YES YES YES YES THIS IS THE BEST DAY EVER

I WAS THE FIRST DORF TO DIE IN DEATHGATE II!

(Redorf when availability permits as Krosan II, marksdwarf. Squad captain would be nice but not required.)

This is the first post I have seen on these forums that makes me doubt the poster's sanity.

Really? Have you not read the Dwarven Childcare thread or the Mermaid Farming thread?

In seriousness, not only did my dorf officially christen Murdermachines, it did it in the most epic way I could have hoped for: getting chomped by the wereape.

The only way that could have been better is if I'd survived the bite and transformed later.

Gentlemen, we're off to a brilliant start. I heartily expect to be up to Krosan IV before my turn rolls around. Get to it.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **NRDL** on **January 18, 2013, 01:43:46 am**

I am surprised. Things are going quite well. No chaos, not yet.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **Orange Wizard** on **January 18, 2013, 04:15:11 am**

Quote from: StLeibowitz on January 17, 2013, 11:13:52 pm

Quote from: kefkakrazy on January 17, 2013, 05:32:20 pm

YES YES YES YES YES THIS IS THE BEST DAY EVER

I WAS THE FIRST DORF TO DIE IN DEATHGATE II!

(Redorf when availability permits as Krosan II, marksdwarf. Squad captain would be nice but not required.)

This is the first post I have seen on these forums that makes me doubt the poster's sanity.

W... what? Seriously, there's *definitely* (<http://www.bay12forums.com/smf/index.php?topic=121750.0>) some weird stuff here. Please ignore my part in that thread.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **StLeibowitz** on **January 18, 2013, 06:33:08 am**

Quote from: InsanityIncarnate on January 18, 2013, 04:15:11 am

W... what? Seriously, there's *definitely* (<http://www.bay12forums.com/smf/index.php?topic=121750.0>) some weird stuff here. Please ignore my part in that thread.

There are posts which are telling of interesting anecdotes from the game - such as a mummy biting one's back teeth out - and then there the threads like the Mermaid slaughter thread and Dwarven Day Care that have a kind of twisted pragmatism behind them. And then there are posts in which the poster is gleefully proclaiming his death by strangulation as the first dwarf to kick the bucket in a fortress. That's just abnormal.

...and so is that thread you linked me to oh God why. :(

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **Yuli Viasi** on **January 18, 2013, 08:23:29 am**

Quote from: InsanityIncarnate on January 18, 2013, 04:15:11 am

Please ignore my part in that thread.

CANNOT. UNSEE.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **AnimaRytak** on **January 18, 2013, 10:37:16 am**

Some forts are baptized in booze. Others in magma. Murdermachines was baptized in the blood of Kogan and a wereape. And the piss of some scared recruit.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **SanDiego** on **January 18, 2013, 05:06:30 pm**

Wonder when Terry's comming back.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **Teh_Idort** on **January 18, 2013, 05:57:12 pm**

Quote from: AnimaRytak on January 18, 2013, 10:37:16 am

Some forts are baptized in booze. Others in magma. Murdermachines was baptized in the blood of Kogan and a wereape. And the piss of some scared recruit.

What's great about all that, is that you can make a 'Murdermachines cocktail' out of all of those and it'd still be less creepy than half the things that go on in the fort.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Urist McDwarfFortress** on **January 18, 2013, 06:07:43 pm**

Dorf me please:

Name: Steve
Job Name: Destroyer of trees!
Profession: Potash maker (I can also be a wood-burner, if I really *must* be slightly useful)

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **StLeibowitz** on **January 18, 2013, 08:11:21 pm**

Quote from: Urist McDwarfFortress on January 18, 2013, 06:07:43 pm
Dorf me please:

Name: Steve
Job Name: Destroyer of trees!
Profession: Potash maker (I can also be a wood-burner, if I really *must* be slightly useful)

Slightly useful? I need buzz saw blades for the Altar, and the miners are lazy bastards who like masonry more than the skills they're legendary in and probably wouldn't dig for lava if I ordered them. A wood-burner you shall be!

I'm loading the save right now. There should be an update within the night.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **slowpokez** on **January 18, 2013, 08:18:34 pm**

Still no update eh? :-\
Edit: Or I guess there will be an update soon ;D

I was plannin' on scribblin' together a couple of scetches of all the dwarves but upon realising the ambitious nature of project i promptly gave up :P
Spoiler (click to show/hide)
A quick colouring of the first couple dorfs...(no need to put a link in the op 😊)



Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Dermonster** on **January 18, 2013, 08:20:10 pm**

Probably should have waited for actual character screens.

I look ridiculous.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **slowpokez** on **January 18, 2013, 08:25:11 pm**

Quote from: dermonster on January 18, 2013, 08:20:10 pm
Probably should have waited for actual character screens.

I look ridiculous.

Well I have the character screens ;)

Militia commander? ✓
Axe? ✓
Obese? ✓
Really short? ✓
Extremly upturned nose?✓
Long Mustache? ✓

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Dermonster** on **January 18, 2013, 08:27:30 pm**

Welp. I look ridiculous.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Aseaheru** on **January 18, 2013, 09:27:18 pm**

well, youre the most distinctive...
like your 'stash.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **StLeibowitz** on **January 18, 2013, 09:40:52 pm**

Well, I *would* have filled this post with an update, but Imgur is acting up and making me very sad :(

So, uh...

Quote from: slowpokez on January 18, 2013, 08:18:34 pm

Spoiler (click to show/hide)

Why does Anima in that image remind me of the Pope?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **January 18, 2013, 10:06:50 pm**

Quote from: StLeibowitz on January 18, 2013, 09:40:52 pm
Well, I *would* have filled this post with an update, but Imgur is acting up and making me very sad :(

So, uh...

Quote from: slowpokez on January 18, 2013, 08:18:34 pm

Spoiler (click to show/hide)

Potash making.
I sort of glared at him for a while before filling out "wood burning" on the immigration forms.I just hope the fucker doesn't fall in and we need to expend someone useful to fish his bones out.

In other news, I also told Jables and his friend to stop stacking rocks and start carving them outta the cold walls, preferably in the shape of a temple. Honestly, I give them half a chance to diversify, and nothing gets done around this place...

FELSITE 14, YEAR OF ARMOK 252

Some of the masons working on the new and improved front door spotted an elf caravan off in the distance, headed towards us!

A elven caravan from Eniwaoda has arrived.

I'm going through the most recent stockpile records now to determine what we can sell. Maybe we can shift some worthless microcline off on them for some sunberries?More booze is never a bad thing.

FELSITE 16, YEAR OF ARMOK 252

Hm...



They don't seem to have any wagons. My experiences with elves before were always a bit on the "Send 'em ta Armok!" side, so I'm not certain if this is normal, but even if it is it's a bad sign.

No matter; if they bring goods, they be welcome.

FELSITE 20, YEAR OF ARMOK 252

Lida: Take what you wish. I can't stop you.

Yeah. Yeah, that's right you can't, you fucker.

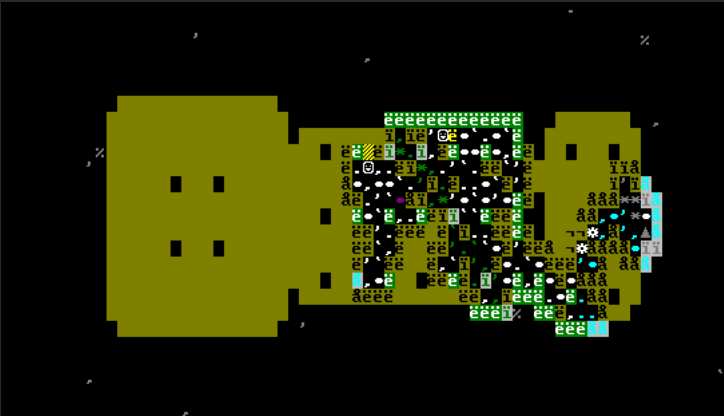
FELSITE 22, YEAR OF ARMOK 252

Bin Keskaleshtan, Armorer cancels Strange Mood: Went insane.
Bin Keskaleshtan, Armorer has gone stark raving mad!

It's not my fault! Now we're going to have to deal with a nudist freak streaking through the hallways like some sort of demented mascot.

I should have stayed in the Void.

FELSITE 27, YEAR OF ARMOK 252



Construction has finally begun! This shall be my Magnum Opus, a Wonder like the world has never known! Templars shall flock to our banner! Pilgrims shall come from miles around to gape at the splendor of our creation, and revel in the spectacle of the ritual sacrifice.

In the name of the Stonemaker, Armok, and the Gory Spirit, this place of majesty shall be dedicated to the Trinity of Blood. Through the intercession of the entrails of our foes, we children of the Void shall be cleansed and redeemed in the eyes of the gods, and we shall take our rightful place as rulers of this world!

BLOOD FOR THE BLOOD GOD! BLOOD FOR ARMOK! AHAHAHHAAHAHHAAHAHHAAHAHAHAHA~

...

yes.

~~~

Told you it was tonight :)

Also, I did, in fact, try to reason with the elves, but when they refuse to sell me strawberry seeds and a few cages made of crappy twigs in exchange for an entire donkeyload of gemstones, I tend to lose my patience *really* fast.

EDIT: Woah, I just realized that the Fearbringer enjoys something called clown loach. I am almost completely certain that is not a vanilla thing. Am I safe in assuming it involves ampersands in some way?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Aseaheru** on **January 18, 2013, 11:07:21 pm**

that is a reason at least.  
meaning a GOOD reason.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Dermonster** on **January 18, 2013, 11:14:16 pm**

I eat demons for breakfast with a side of were-ape and ale

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **NRDL** on **January 19, 2013, 12:39:00 am**

Have I been dorfed?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Gentlefish** on **January 19, 2013, 01:15:39 am**

A clown loach is vanilla - it's a vermin fish. They're also voracious snail eaters.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Dermonster** on **January 19, 2013, 01:16:58 am**

Spawn of the void they are.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Yuli Viasi** on **January 19, 2013, 05:08:34 am**

Quote from: SanDiego on January 18, 2013, 05:06:30 pm  
Wonder when Terry's comming back.  
He never left, he's just sleeping.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **GentlemanRaptor** on **January 19, 2013, 09:46:42 am**

Quote from: Yuli Viasi on January 19, 2013, 05:08:34 am  
Quote from: SanDiego on January 18, 2013, 05:06:30 pm  
Wonder when Terry's comming back.  
He never left, he's just sleeping.

Just you wait. Terry's casualty list (AFAIK) includes several computers and Deathgate the First. He'll be back for more blood.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **AnimaRytak** on **January 19, 2013, 11:24:02 am**

Shhhhh  
Thou shalt not talk about *He Who Hungers*.

Spoiler (click to show/hide)



With our characters being void-gods and all, hopefully he isn't as big of a threat as he was in the old world.  
Hopefully...

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **tomio175** on **January 19, 2013, 12:06:39 pm**

Ehm, have I been dorfed yet, or aren't there enough dorfs?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Aseaheru** on **January 19, 2013, 12:08:27 pm**

it looked like there were only about 10 dwarves.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **slowpokez** on **January 19, 2013, 01:54:38 pm**

Sums up the update pretty good.  
[Spoiler](#) (click to show/hide)



[Spoiler](#) (click to show/hide)



[Spoiler](#) (click to show/hide)



Greetings earthdwellers! We have traveled for many days to reach the the land of...uhm...Murdermachine... Well anyway, we bring many exotic goods from every corner of the known world! Now noble dwarf we humbly suggest a trade where we give you the supplies you might need and in return you share with us a the treasures of the mountains! [Spoiler \(click to show/hide\)](#)



[Spoiler \(click to show/hide\)](#)



I find it kind of strange that the biggest threat to the fort isnt a siege or some kind of a disease but instead this..."nudist freak" ???

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Dermonster** on **January 19, 2013, 01:56:54 pm**

I look like a drugged up psychopath, actually.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Mr Space Cat** on **January 19, 2013, 02:20:39 pm**

[Quote from: slowpokez on January 18, 2013, 08:18:34 pm](#)  
[Spoiler \(click to show/hide\)](#)



A quick colouring of the first couple dorf...(no need to put a link in the op 😊)



I look like I should be chilling down by the dorf playground with the other goblin snatchers.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **slowpokez** on **January 19, 2013, 04:44:50 pm**

Quote from: Mr Space Cat on January 19, 2013, 02:20:39 pm  
Quote from: slowpokez on January 18, 2013, 08:18:34 pm

Spoiler (click to show/hide)  
A quick colouring of the first couple dorf...(no need to put a link in the op 😊)



I look like I should be chilling down by the dorf playground with the other goblin snatchers.

<http://www.bay12forums.com/smf/index.php?PHPSESSID=8abf649aade959c4d2df8bd81b3eb64f&topic=99301.msg2917434#msg2917434> (<http://www.bay12forums.com/smf/index.php?PHPSESSID=8abf649aade959c4d2df8bd81b3eb64f&topic=99301.msg2917434#msg2917434>)

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **GentlemanRaptor** on **January 19, 2013, 08:42:54 pm**

Slowpokez, your pictures make me laugh. And cry. And wish I could draw half as well.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **OREOSOME** on **January 19, 2013, 08:43:49 pm**

Quote from: GentlemanRaptor on January 19, 2013, 08:42:54 pm  
Slowpokez, your pictures make me laugh. And cry. And wish I could draw half as well.  
So, so true.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **tryrar** on **January 19, 2013, 09:12:43 pm**

....HOW DID I MISS THIS!?!?

Anyways, haven't read yet, but wanna say dorf me immediately(if you didn't already) any military. After all, deathgate needs its Most Badass Dorf® again

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **AnimaRytak** on **January 19, 2013, 09:31:36 pm**

Quote from: tryrar on January 19, 2013, 09:12:43 pm  
....HOW DID I MISS THIS!?!?  
Anyways, haven't read yet, but wanna say dorf me immediately(if you didn't already) any military. After all, deathgate needs its Most Badass Dorf® again

I was going to dorf you as a badass for posterity sake. But we didn't have any yet, so I held off.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Dermonster** on **January 19, 2013, 09:32:39 pm**

I'm a badass, but then I'm claimed already.

> :)

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **AnimaRytak** on **January 19, 2013, 09:35:53 pm**

Quote from: slowpokez on January 19, 2013, 01:54:38 pm  
Sums up the update pretty good.  
Spoiler (click to show/hide)



Spoiler (click to show/hide)



[Spoiler \(click to show/hide\)](#)



[Spoiler \(click to show/hide\)](#)





I find it kind of strange that the biggest threat to the fort isnt a siege or some kind of a disease but instead this..."nudist freak" ???

This is so fscking hilarious. I absolutely love it.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: ☼!!!Troll Fur Sock!!!☼ on **January 20, 2013, 09:23:07 pm**

Quote from: AnimaRytak on January 06, 2013, 05:03:44 pm

*Dorfling is done on a first come, first serve basis.*

So, it looks like I'm the next one to be dorfed...

...

...

Troll Fur Sock looses a roaring laughter, fell and terrible!

Prepare for my ballista bolts. Prepare your... ahm. Guts.

Seriously, the first thing I will do in my turn will be ordering myself to build hundreds of ballistas everywhere and then fire them all day, all night. Legendary siege operator can kill a FB with one shot using masterork siege engines and ammo, can't he? That's why.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **AnimaRytak** on **January 21, 2013, 12:08:27 am**

Quote from: ☼!!!Troll Fur Sock!!!☼ on January 20, 2013, 09:23:07 pm

Quote from: AnimaRytak on January 06, 2013, 05:03:44 pm

*Dorfling is done on a first come, first serve basis.*

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Seriously, the first thing I will do in my turn will be ordering myself to build hundreds of ballistas everywhere and then fire them all day, all night. Legendary siege operator can kill a FB with one shot using masterork siege engines and ammo, can't he? That's why.

You could also build a catapult range. It doesn't use up stone so you can run it forever without issue.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Just Some Guy** on **January 21, 2013, 01:48:23 am**

PTW.

Nothing happening much so far. Also, what's with StLeibowitz's tileset?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **StLeibowitz** on **January 21, 2013, 01:55:14 am**

From the Journal of Saint, Empress of the Deeps, Templar Grandmaster, Master of the Void-Wraiths, Overseer of Murdermachines, Favored of Armok

HEMATITE 1, YEAR OF ARMOK 252



Bim's gone gibbering off to her room. Everyone else is keeping a wide berth. This was the only event of note that occurred today.

HEMATITE 4, YEAR OF ARMOK 252

Sent the squads out to get some live training on a few giant sparrows that were nipping at some masons. They got some good training in running, I'll tell you that.

HEMATITE 9, YEAR OF ARMOK 252

→'Saint' Ducimakum, Military Governor has given birth to a boy.

I think I know why my host was so fat now. noodle0117 is throwing a party to celebrate.

I will, of course, not attend. Actually, as it stands noodle and AtomicAvocado are the only attendees.

HEMATITE 10, YEAR OF ARMOK 252

→Olon Gebnomal has created a masterpiece!

Olon made what can be humbly declared the best fucking cage I've ever seen in my life. I mean, wow, that is an amazingly well-sticked-together pile of sticks.

MALACHITE 2, YEAR OF ARMOK 252

'Raptor' Olinlenod, Sniper cancels Store Item in Stockpile: Taken by mood.  
→'Raptor' Olinlenod, Sniper withdraws from society...

Raptor's withdrawn from society. Considering he had the idea when he was carting shit around, I can't say I'm too enthusiastic about what he may produce.

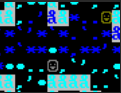
MALACHITE 3, YEAR OF ARMOK 252

Bastard's claimed a craftsdwarf workshop. Yeah, this isn't going to be spectacular.

MALACHITE 4

He's started sketching skeletons and leather. If he makes some sort of living creature out of this, I take back everything I've said.

I think I might be focusing unhealthily on Raptor, so let's take a look at the other most interesting thing in the past month!



Yeah...Bim's, uh...Bimming, I guess.

...

I wonder if I put a classified in Monsters Weekly we'd get another were-ape attack?



Some migrants have arrived.

Immigrants! Immigrants immigrants immigrants!

Welcome, brothers and sisters in Armok! Our glorious temple nears semi-almost-completion!

Well, we've got the blood-altar set up, at least. I'd pop Bim in through the hole up top first, just to shut her incessant babbling, but I'm not sure if she's too far gone to not set off a cage trap.

Instead...

I wonder how many of these immigrants have friends?

GALENA 1



Well, we all knew it'd happen eventually. The looney wasn't even drinking towards the end! And now the nudist is dead, and the halls are quiet once more.

...I think I'm going to scream if things don't get more interesting soon.

GALENA 9

Dortimus' Erithnicat, Axedwarf has given birth to a girl.

Dortimus produced a meatshield of his...her...its very own!

GALENA 16

Humans spotted! Their wagons appear to be taking the incredibly long, winding, and inefficient route - maybe they think the suspense will make us more likely to give them a good deal on these damn fine wood cages?

GALENA 17

Snatcher! Protect the children!

AWWW YEAH TIME FOR SOME ACTION!

Goblin pedophiles spotted off the port bow! All military squads ahead full.

...



I arrived a bit later of course, as I was out hunting giant mosquitoes with my darling son. You can't catch mosquitos without live bait, after all!

Ah, family bonding...I remember back before the Void, when my father would take me out to hunt the Great Mosquitos with him...he tied me to a tree then, too. Just as I have done for my son. He'll be a Templar one day!

23 GALENA

The wagons finally arrived. Negotiations commence, Jables at the head.

The deals are hard and the prices likely illegal in some of the more tightly-scrutinized bazaars, but we come to an agreement with the humans; they walk off with a good number of rough gems, a masterwork cage, and a few bars of silver, and in exhchange we get a few bins of leather, wild strawberry seeds, and a few picks.

28 GALENA



The altar is complete! Let the test run commence!

I order a cat to be sacrificed to the Stonemaker. I will die permanently one day, I know it, and I want the Halls to be open for once more, dammit!

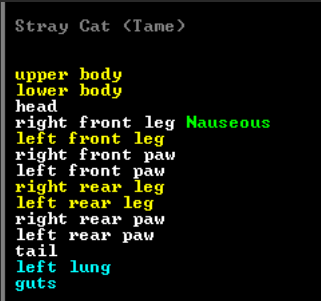
2 LIMESTONE

Raptor' Olinlenod. Sniper is stricken by melancholy!  
Kel Olinlenod has become a Papa Cannon

Well...at least he isn't streaking.

...

Hey, guys, how's that cat sacrifice coming along?



It...it lived.

This is a very bad omen, isn't it?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **StLeibowitz** on **January 21, 2013, 01:57:13 am**

Quote from: Just Some Guy on January 21, 2013, 01:48:23 am  
PTW.  
Nothing happening much so far. Also, what's with StLeibowitz's tileset?

I don't have a tileset, which is the problem - AnimaRytak had one, and thus the raws are adapted for that set. I don't have the same art assets or whatever, so I get instead a bunch of messed-up tiles. It's kind of like duplicating raws, except for art.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Gentlefish** on **January 21, 2013, 02:56:32 am**

The raws aren't duplicated - The tilesets just change the art for the pieces. If you have LNP, you can update the savegame to the tileset. Or lack thereof.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **AnimaRytak** on **January 21, 2013, 02:57:35 am**

Name that baby Lashidang!

**Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Chimpanzee** on **January 21, 2013, 08:44:17 am**

No dorf for me?

**Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **StLeibowitz** on **January 21, 2013, 10:04:43 am**

Quote from: Chimpanzee on January 21, 2013, 08:44:17 am  
No dorf for me?

No dorf for anyone. I was playing at 1 AM and did not feel like searching through this thread for people who wanted to be dorf.

**Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **GentlemanRaptor** on **January 21, 2013, 10:48:15 am**

Great. I'm gonna die of insanity. Whoopee. Hey, since it's melancholy, I have a question. Is there any water around, or failing that, a cliff?

**Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **StLeibowitz** on **January 21, 2013, 11:08:40 am**

Quote from: GentlemanRaptor on January 21, 2013, 10:48:15 am  
Great. I'm gonna die of insanity. Whoopee. Hey, since it's melancholy, I have a question. Is there any water around, or failing that, a cliff?

There's the sacrificial pit, but as the cat's survival indicates I haven't quite worked out all the bugs. The fall wasn't high enough to knock out the victim for disembowelment by the eight copper disks of pain.

**Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **kefkakrazy** on **January 21, 2013, 11:50:17 am**

Quote from: AnimaRytak on January 21, 2013, 02:57:35 am  
Name that baby Lashidang!

Yes, please name that firstborn baby Lashidang for me.

I don't know if I got redorfed in the last wave, since I think we were low on unnamed dwarves; if there's no Krosan in the fort, please dorf me as one of the marksdwarves as Krosan II.

Also, I get to go tell Dortimus that he's a mommy now. This will probably end ~~badly~~ dorfily.

**Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Aseaheru** on **January 21, 2013, 12:52:18 pm**

do we have a dwarfing list on the first page?if not, shall we make one?

**Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Teh\_Idort** on **January 21, 2013, 03:38:59 pm**

Awwww, I have a tiny bearded baby.

Though the female organs are new knowledge to me, but hey, live and learn.

I'd love for Krosan to be my child, so I can mother him, and eventually abuse him. He's just a child, so he doesn't know any better than "I wanna be a soldier when I grow up!"

Not to mention I'll have time to impart the ways of combat onto him when I carry him into battle.

(But totally dorf my kid as Krosan, it'll piss him off to no end.)

**Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **kefkakrazy** on **January 21, 2013, 05:08:25 pm**

Quote from: Teh\_Idort on January 21, 2013, 03:38:59 pm  
Awwwww, I have a tiny bearded baby.  
Though the female organs are new knowledge to me, but hey, live and learn.  
I'd love for Krosan to be my child, so I can mother him, and eventually abuse him. He's just a child, so he doesn't know any better than "I wanna be a soldier when I grow up!"  
Not to mention I'll have time to impart the ways of combat onto him when I carry him into battle.  
(But totally dorf my kid as Krosan, it'll piss him off to no end.)

Nooooooooooooo!

**Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Urist McDwarfFortress** on **January 21, 2013, 05:15:58 pm**

Quote from: slowpokez on January 19, 2013, 01:54:38 pm  
Spoiler (click to show/hide)



Aww. Poor little Steve! He looks so sad. But I'm sure that masterful engraving of CHEESE! on the wall got him up to ecstatic in no time!

**Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Medkit The Spy** on **January 22, 2013, 01:14:25 pm**

If it isn't too hard, can I get a dorf too?  
Name: Medkit  
Job Name:The Dwarf  
Profession:Someone who has some medical skills,or a miner. Gender doesn't matter.

Also wanted to say that I look forward to seeing all the fun ways this fortress can grow and prosper.

**Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Eoganachta** on **January 22, 2013, 03:59:21 pm**

How did I not see this!  
I won't sign up for a turn at the moment but can I be dwarfed?

Name: Eoganachta  
Profession: Sword Dwarf

Thanks  
I hope to reclaim my position as Military Commander and Fortress Dictator soon enough. :P

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **SanDiego** on **January 22, 2013, 06:09:24 pm**

Considering the death rate associated with this kind of fortress, I think military commander position will be soon freed up.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Dermonster** on **January 22, 2013, 06:10:27 pm**

Fortunetly with the reincarnation thing we got going, it's hereditary.  
  
You underestimate my power.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Teh\_Idort** on **January 22, 2013, 08:19:04 pm**

I was just gonna spectate, but I can't. I'll sign up again for a turn, Lets just hope I don't become the chain of corruption again.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Jbg97** on **January 22, 2013, 10:01:48 pm**

Quote from: Teh\_Idort on January 22, 2013, 08:19:04 pm  
I was just gonna spectate, but I can't. I'll sign up again for a turn, Lets just hope I don't become the chain of corruption again.  
  
Teh\_Idort  
Ter\_Idoht  
Ter\_I  
Terry  
You are the bringer of Terry.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Yuli Viasi** on **January 23, 2013, 08:13:38 am**

Oh shit.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **kefkakrazy** on **January 23, 2013, 09:43:26 am**

Quote from: Jbg97 on January 22, 2013, 10:01:48 pm  
Quote from: Teh\_Idort on January 22, 2013, 08:19:04 pm  
I was just gonna spectate, but I can't. I'll sign up again for a turn, Lets just hope I don't become the chain of corruption again.  
  
Teh\_Idort  
Ter\_Idoht  
Ter\_I  
Terry  
You are the bringer of Terry.  
  
Well...  
  
Idort DID miss his turn on Deathgate I because save corruption ate his file...  
  
It was arguably the first major sign of the end, the first sign that Terry was angry enough to destroy us.  
  
Bastard IS the BRINGER OF TERRY!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Teh\_Idort** on **January 23, 2013, 12:56:07 pm**

Quote from: kefkakrazy on January 23, 2013, 09:43:26 am  
Quote from: Jbg97 on January 22, 2013, 10:01:48 pm  
Teh\_Idort  
Ter\_Idoht  
Ter\_I  
Terry  
You are the bringer of Terry.  
  
Well...  
  
Idort DID miss his turn on Deathgate I because save corruption ate his file...  
  
It was arguably the first major sign of the end, the first sign that Terry was angry enough to destroy us.  
  
Bastard IS the BRINGER OF TERRY!

pls no.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **AnimaRytak** on **January 23, 2013, 02:13:54 pm**

Quote from: Teh\_Idort on January 23, 2013, 12:56:07 pm  
Quote from: kefkakrazy on January 23, 2013, 09:43:26 am  
Quote from: Jbg97 on January 22, 2013, 10:01:48 pm  
Teh\_Idort  
Ter\_Idoht  
Ter\_I  
Terry  
You are the bringer of Terry.  
  
Well...  
  
Idort DID miss his turn on Deathgate I because save corruption ate his file...  
  
It was arguably the first major sign of the end, the first sign that Terry was angry enough to destroy us.  
  
Bastard IS the BRINGER OF TERRY!  
  
pls no.  
  
Terrybringer?  
Derpbringer?  
OHGODbringer?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Dermonster** on **January 23, 2013, 02:19:02 pm**

Oi, remember who we got defendin' the place, eh?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Yuli Viasi** on **January 23, 2013, 03:02:10 pm**

Quote from: dermonster on January 23, 2013, 02:19:02 pm  
Oi, remember who we got defendin' the place, eh?  
  
We are so dead. Again.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **GentlemanRaptor** on **January 23, 2013, 03:14:40 pm**

Quote from: Yuli Viasi on January 23, 2013, 03:02:10 pm  
Quote from: dermonster on January 23, 2013, 02:19:02 pm  
Oi, remember who we got defendin' the place, eh?  
We are so dead. Again.  
  
"Dead" does not even begin to describe what is going to happen to us. We let the corruption in, and we shall pay with what is left of our souls. So, the price will be relatively cheap, actually.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Dermonster** on **January 23, 2013, 03:16:13 pm**

Heh. Remember, I am simultaneously Derm Hellbinder, and also Derm Soulchopper.  
  
Which came first and which holds sway over the Fearbringer is a matter lost to the heat of Armok's forge. Maybe it's someone new.  
  
Anyway, enough ego boosting for me, back to the story!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **AnimaRytak** on **January 23, 2013, 06:50:22 pm**

Quote from: dermonster on January 23, 2013, 03:16:13 pm  
Heh. Remember, I am simultaneously Derm Hellbinder, and also Derm Soulchopper.  
  
Which came first and which holds sway over the Fearbringer is a matter lost to the heat of Armok's forge. Maybe it's someone new.  
  
Anyway, enough ego boosting for me, back to the story!  
  
But one missed strange mood and you're liable to become Derm Dwarfchopper.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Dermonster** on **January 23, 2013, 06:51:23 pm**

Do military dwarves get strange moods?



Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Mr Space Cat** on **January 23, 2013, 07:36:16 pm**

Yeah, I've had dwarves assigned to squads get moods before. I can't recall clearly if the dwarves were on active duty at the time or what, but I know for sure that my axedorf military commander got a strange mood at some point and became a legendary stonecrafter.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **StLeibowitz** on **January 23, 2013, 08:40:20 pm**

Quote from: dermonster on January 23, 2013, 06:51:23 pm  
Do military dwarves get strange moods?

I think Raptor was a military dwarf, and he got a strange mood, so I'm going to say yes.

I'm sorry for the lack of updates, but I've been slammed by homework this week and have a big presentation coming up on Friday that I must prepare for. If you're willing to wait, I can probably finish my turn, but if the next guy is itching to go I can post a short farewell entry and upload the save.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **arclance** on **January 26, 2013, 04:07:01 pm**

Quote from: Pufferfish on January 21, 2013, 02:56:32 am  
The raws aren't duplicated - The tilesets just change the art for the pieces. If you have LNP, you can update the savegame to the tileset. Or lack thereof.  
No you can't, that does not work on modded games because LNP does not preserve the modifications.  
You have to change tilesets on modded games by hand.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **StLeibowitz** on **January 27, 2013, 07:19:22 pm**

I am unable to complete my turn fully, sorry guys :( I'm uploading the save so the next player can continue on.

Things I was unable to accomplish:

- The Temple of Armok is basically useless for the sacrifice of farm animals, though it should work better for genuine enemies. Also, I never did get around to putting in the tables and such to make a dining hall.
- Nobody ever had a successful mood. The Spirit World and I do *not* get along well.
- There's a cat loose in the fort. Not sure if it's male or female. Kill it anyways, it is a sacrifice to Armok and that must be completed!
- Never exacted my revenge on Anima Rytak for booze-hoarding. ("Saint" Ducimakum, Military Governor, is stricken by melancholy!)

In-Character reason for abdicating the throne:

~~~  
From the Journal of Saint, Military Governor of Murdermachines, Templar of Armok, Empress of the Underground, and Former Master of the Void-Wraiths

LIMESTONE 3, YEAR OF ARMOK 252

Nothing...has...happened...in...**months**.

I can't do this anymore. There are mosquitos to be hunting, a son to be raising in the way of the Templars of old, skills to be maintaining - and here am I, scratching a quill scross some blasted cat parchment and filling out Mok-damned *immigration forms!*

I'm going into the damned portal tonight and dragging that deserting heir out of the Void and giving him a body here. I quit! I forfeit! I resign! Someone else can have the damned job, I have Giant Mosquitos to kill! I didn't repossess someone's body and annihilate their soul so I could become a petty bureaucrat managing some two-bit outpost on the ass end of creation! I'm through!

...I'm keeping the apartment, though, I think. It's a damn fine apartment, even if only half-done.

I'm leaving this log and a list of my regrets in the top drawer of the Overseer's desk. Raptor just walked by and I want to laugh at his failures one last time before he can do something about it legally.

~~~

The file, of course: <http://dff.d.wimbli.com/file.php?id=7344>

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **AnimaRytak** on **January 27, 2013, 09:21:10 pm**

And with that, Insanity Incarnates turn is up.

As per usual, you have the option of completing both Saints year and your own year, in order to keep future overseer transitions smoother and easier to remember.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Orange Wizard** on **January 28, 2013, 03:05:11 am**

Oh, hey, it's me! Huzzah!  
I DEMAND BLOOD!

[EDIT] .7z format? What are you, a barbarian!? We civilised people use .rar

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **SanDiego** on **January 28, 2013, 05:12:53 am**

You have strange definition of civilized.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **thegoatgod\_pan** on **January 28, 2013, 05:45:39 am**

This whole thread is every freaking kind of awesome. Posting to watch!

May I have the lye maker dwarfed Tyler Durden?

May I also sign up for a turn to oversee?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **kefkakrazy** on **January 28, 2013, 11:55:15 am**

Insanity, one favor, since we never got confirmation on it:

Please verify that we do have a marksdwarf named Krosan II and a baby dorf named Lashidang in the fort right now, I have no clue if Saint got around to it.

Would appreciate, for the sake of curiosity, a screen of Krosan II's details page to see what kind of antisocial prick he is.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Gentlefish** on **January 28, 2013, 12:24:13 pm**

Oi, I still need my masonmechanic dwarf :P

This fort is all sorts of awesome.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Jbg97** on **January 28, 2013, 06:35:21 pm**

Quote from: InsanityIncarnate on January 28, 2013, 03:05:11 am  
.7z format? What are you, a barbarian!? We civilised people use .rar  
...you mean .zip?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **StLeibowitz** on **January 28, 2013, 06:36:17 pm**

Quote from: kefkakrazy on January 28, 2013, 11:55:15 am  
Insanity, one favor, since we never got confirmation on it:  
Please verify that we do have a marksdwarf named Krosan II and a baby dorf named Lashidang in the fort right now, I have no clue if Saint got around to it.  
Would appreciate, for the sake of curiosity, a screen of Krosan II's details page to see what kind of antisocial prick he is.

I can confirm for you right now that I never got around to it. Honestly, I entirely forgot about Lashidang.

I think a dorfing list would be a good idea.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Aseaheru** on **January 28, 2013, 06:47:31 pm**

I for one can not use .rar.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **kefkakrazy** on **January 29, 2013, 12:48:54 pm**

A proppa dorflist might actually be a good thing to compile. We could refer back to it every so often for automatic redorfling of people who died, especially those of us who have militia dorfs and get our giggles out of watching our blighted souls jump from slaughtered dorf to slaughtered dorf.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Yuli Viasi** on **January 29, 2013, 03:23:06 pm**

Hmm, a list sure would be useful. They just don't usually pop up from nowhere, you know? That means somebody has to make one...  
\*Looks in a circle  
Alright.

[Spoiler](#) (click to show/hide)

Thank you for calling the VOID, how can I be useful to you?

AnimaRytak:  
Just AnimaRytak? Alive.

dermonster:  
Derm/Fearbreak(er?), axedwarf, alive.

InsanityIncarnate:  
Cassatheru/Cassatheru, "The [creature s/he doesn't like]slayer", chief medical dwarf ( diagnosis, butchery and surgery only), alive.

StLeibowitz:  
Saint, Templar of Armok, marksdwarf and weaponsmith, alive.

slowpokez:  
Prosnorkulus, axedwarf, "preferably quite fat", alive.

bulborish:  
Ulborb, Stonemurderer, miner or mason, alive.

Jbq97:  
Jables, Stoneman, miner and axedwarf, alive.

Pufferfish:  
Puff, Stonewhisperer, mason or mechanic, alive.

NRDL:  
Baelor the Malevolent, swordsdwarf, alive.

peregarette:  
Gar/ Peregarette, metalsmith, alive.

Chimpanzee:  
Pan/ Aslod if... a kobold? What? Uhh, Foe of Elves or Earthman. Or Grim Totem if kobold. Miner or Carpenter, alive.

Yuli Viasi:  
Gorel/Sink, gemcutter, needs dorfling.

I only worked through the first page and added myself at the end <--- don't forget the ones before me. Hopefully somebody else will pick this up. Replace the "alive" with "needs dorfling" if necessary. Add the persons death count after the "NAME:" in purple or red too.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **tomio175** on **January 29, 2013, 03:36:59 pm**

I for one, agree with this.  
[Spoiler](#) (click to show/hide)

Thank you for calling the VOID, how can I be useful to you?

AnimaRytak:  
Just AnimaRytak? Alive.

dermonster:  
Derm/Fearbreak(er?), axedwarf, alive.

InsanityIncarnate:  
Cassatheru/Cassatheru, "The [creature s/he doesn't like]slayer", chief medical dwarf ( diagnosis, butchery and surgery only), alive.

StLeibowitz:  
Saint, Templar of Armok, marksdwarf and weaponsmith, alive.

slowpokez:  
Prosnorkulus, axedwarf, "preferably quite fat", alive.

bulborish:  
Ulborb, Stonemurderer, miner or mason, alive.

Jbq97:  
Jables, Stoneman, miner and axedwarf, alive.

Pufferfish:  
Puff, Stonewhisperer, mason or mechanic, alive.

NRDL:  
Baelor the Malevolent, swordsdwarf, alive.

peregarette:  
Gar/ Peregarette, metalsmith, alive.

Chimpanzee:  
Pan/ Aslod if... a kobold? What? Uhh, Foe of Elves or Earthman. Or Grim Totem if kobold. Miner or Carpenter, alive.

Yuli Viasi:  
Gorel/Sink, gemcutter, needs dorfling.

Tomio:  
Tomio/Smith of some sort: NEEDS DORFLING

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Aseaheru** on **January 29, 2013, 04:15:28 pm**

you are missing mine...

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **OREOSOME** on **January 29, 2013, 04:16:24 pm**

And mine, too.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **TheFlame52** on **January 29, 2013, 04:30:41 pm**

And meeeeeeeeeeeeeeeeeee

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Urist McDwarfFortress** on **January 29, 2013, 04:49:10 pm**

Added myself as well:  
[Quote from: tomio175 on January 29, 2013, 03:36:59 pm](#)  
[Spoiler](#) (click to show/hide)

Thank you for calling the VOID, how can I be useful to you?

AnimaRytak:  
Just AnimaRytak? Alive.

dermonster:  
Derm/Fearbreak(er?), axedwarf, alive.

InsanityIncarnate:  
Cassatheru/Cassatheru, "The [creature s/he doesn't like]slayer", chief medical dwarf ( diagnosis, butchery and surgery only), alive.

StLeibowitz:  
Saint, Templar of Armok, marksdwarf and weaponsmith, alive.

slowpokez:  
Prosnorkulus, axedwarf, "preferably quite fat", alive.

bulborish:  
Ulborb, Stonemurderer, miner or mason, alive.

Jbq97:  
Jables, Stoneman, miner and axedwarf, alive.

Pufferfish:  
Puff, Stonewhisperer, mason or mechanic, alive.

NRDL:  
Baelor the Malevolent, swordsdwarf, alive.

peregarette:

|                                                                                                                                    |
|------------------------------------------------------------------------------------------------------------------------------------|
| Gar/ Peregarette, metalsmith, alive.                                                                                               |
| Chimpanzee:<br>Pan/ Aslod if... a kobold? What? Uhh, Foe of Elves or Earthman. Or Grim Totem if kobold. Miner or Carpenter, alive. |
| Yuli Vlasi:<br>Gorel/Sink, gemcutter, needs dorfing.                                                                               |
| Tomio:<br>Tomio/Smith of some sort: NEEDS DORFING                                                                                  |
| UristMcDwarfFortress:<br>Steve, Woodburner, alive                                                                                  |

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Fr0stByt3** on **January 29, 2013, 06:30:09 pm**

And me. As Xaren.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **tryrar** on **January 29, 2013, 06:45:12 pm**

Also me, who was one of the overseers of the first deathgate. I don't NEED to wait for a total badass for a dorfing, any military would do

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **☺!!Troll Fur Sock!!☺** on **January 29, 2013, 07:05:40 pm**

Quote from: Yuli Vlasi on January 29, 2013, 03:23:06 pm  
I only worked through the first page  
My post is on the first page and I'm not on the list... why does nobody remember about me ;\_;

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **werty892** on **January 29, 2013, 08:44:47 pm**

And mine!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Aseaheru** on **January 29, 2013, 08:52:17 pm**

Heres mine:  
Name:whatever it is  
Job: Marksdwarf+Mechanics+ROCK POTS.  
Job name: Name based revenge seeker  
FLUF: dislikes elves, will have his revenge via pots full of mechanisms and bolts. AKA pot traps.  
please no relations.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **kefkakrazy** on **January 29, 2013, 11:05:40 pm**

Let's do this up right.

[https://docs.google.com/document/d/1dbxYuxhDx9Sbmi9yRbcw8w\\_YTD2AnPDkyhtaRn2-y2Q/edit](https://docs.google.com/document/d/1dbxYuxhDx9Sbmi9yRbcw8w_YTD2AnPDkyhtaRn2-y2Q/edit) ([https://docs.google.com/document/d/1dbxYuxhDx9Sbmi9yRbcw8w\\_YTD2AnPDkyhtaRn2-y2Q/edit](https://docs.google.com/document/d/1dbxYuxhDx9Sbmi9yRbcw8w_YTD2AnPDkyhtaRn2-y2Q/edit))

That's a publicly-accessible document which can contain a proppa dorflist and which you doods can add to and update as needed. If we can get this up to date, Anima, can you link to this from the OP?

<https://docs.google.com/spreadsheet/ccc?key=0AlSo5hVnJbAqdGUxNmW5dEFqVG91Nm1Jb2xKRk02NVE> (<https://docs.google.com/spreadsheet/ccc?key=0AlSo5hVnJbAqdGUxNmW5dEFqVG91Nm1Jb2xKRk02NVE>)

Take this one too. The dorflist would be so much easier to parse if it was on this spreadsheet, but it's late for me and I don't have the time to get it corrected right now.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **thegoatgod\_pan** on **January 30, 2013, 04:49:39 am**

and me! (I asked for a lye/soap maker named Tyler Durden)

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **kefkakrazy** on **January 30, 2013, 10:30:42 am**

Quote from: kefkakrazy on January 29, 2013, 11:05:40 pm  
Let's do this up right.

[https://docs.google.com/document/d/1dbxYuxhDx9Sbmi9yRbcw8w\\_YTD2AnPDkyhtaRn2-y2Q/edit](https://docs.google.com/document/d/1dbxYuxhDx9Sbmi9yRbcw8w_YTD2AnPDkyhtaRn2-y2Q/edit) ([https://docs.google.com/document/d/1dbxYuxhDx9Sbmi9yRbcw8w\\_YTD2AnPDkyhtaRn2-y2Q/edit](https://docs.google.com/document/d/1dbxYuxhDx9Sbmi9yRbcw8w_YTD2AnPDkyhtaRn2-y2Q/edit))

That's a publicly-accessible document which can contain a proppa dorflist and which you doods can add to and update as needed. If we can get this up to date, Anima, can you link to this from the OP?

<https://docs.google.com/spreadsheet/ccc?key=0AlSo5hVnJbAqdGUxNmW5dEFqVG91Nm1Jb2xKRk02NVE> (<https://docs.google.com/spreadsheet/ccc?key=0AlSo5hVnJbAqdGUxNmW5dEFqVG91Nm1Jb2xKRk02NVE>)

Take this one too. The dorflist would be so much easier to parse if it was on this spreadsheet, but it's late for me and I don't have the time to get it corrected right now.

I've updated the public spreadsheet with everyone from the list (up to the last copy posted by UristMcDwarfFortress).

Guys, please add yourselves if you're not on here. I don't think I got most of the requests from this page.

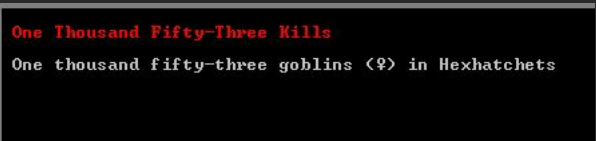
Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Yuli Vlasi** on **January 30, 2013, 10:54:32 am**

Quote from: ☺!!Troll Fur Sock!!☺ on January 29, 2013, 07:05:40 pm  
Quote from: Yuli Vlasi on January 29, 2013, 03:23:06 pm  
I only worked through the first page  
My post is on the first page and I'm not on the list... why does nobody remember about me ;\_;  
Sorry Sock, I'm putting you on and some others on kefkrazy's list. I did not know about this site, it's friggin awesome.

EDIT: Just realized I should have put you on the second list. \*facepalm

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Teh\_Idort** on **January 30, 2013, 11:10:27 am**

HOLY SHIT, I just checked the save to see if I was still alive, and was looking around, did ANYBODY notice that I had a Genocide to my name?



Apparently my dwarf is also a misogynist.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **SanDiego** on **January 30, 2013, 11:14:22 am**

One *thousand* and fifty three female goblins? That's either bug or you were the worst back-alley abortionist EVER.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **voicesinthefan** on **January 30, 2013, 11:20:25 am**

I dedicated 2 full days last week reading the complete deathgate I thread, and do not regret that decision. So much epic and am looking forward to following this thread.

I'm adding a dorfing request to the googledoc spreadsheet. I'm also going to add a "job name" column to make it a little easier to read. I'd also recommend just using the spreadsheet kefka created instead of the document, just so we don't go needing to update two documents.

<https://docs.google.com/spreadsheet/ccc?key=0AlSo5hVnJbAqdGUxNmW5dEFqVG91Nm1Jb2xKRk02NVE>

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Wastedlabor** on **January 30, 2013, 12:04:39 pm**

Somehow Dappercat the Clothier has ended being a Great Weaponsmith Marksdwarf. :o

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **kefkakrazy** on **January 30, 2013, 12:33:51 pm**

Whatever makes it work. I figure this way dorf requests should be easier to keep up with than individual posts. Google Docs is probably the best collaborative tool even created; that document has a chat bar, for the love of Armok!

There's two because I didn't bother to actually compile the spreadsheet last night. I did it this morning and will probably delete the text list and the link to it later today.

[EDIT: Marked off several columns on the right side as an experimental project; let's see if we can keep succession history on these wee bastids! I for one would have loved to be able to access a simple list like this, for example, of the many deaths of Tryrar or Baelor from Deathgate. I added an entry for the only dorf death I've noted so far: my own. I suppose we have an insane dwarf who will join me soon.]



Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **GentlemanRaptor** on **January 30, 2013, 04:40:02 pm**

Quote from: Teh\_Idort on January 30, 2013, 11:10:27 am  
HOLY SHIT, I just checked the save to see if I was still alive, and was looking around, did ANYBODY notice that I had a Genocide to my name?

One Thousand Fifty-Three Kills  
One thousand fifty-three goblins <♀> in Hexhatchets

Apparently my dwarf is also a misogynist.

Did some digging in legends, and it looks like you were a member of The Rampart of Tours when they attacked Hexhatchets, which had lots of goblins in it. So, you were in a position to kill goblins, but I don't know about 1,053. I'll keep looking.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **NCommander** on **January 30, 2013, 04:51:04 pm**

Sign me up for a turn and another dwarf.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **AnimaRytak** on **January 30, 2013, 06:09:29 pm**

Quote from: Teh\_Idort on January 30, 2013, 11:10:27 am  
HOLY SHIT, I just checked the save to see if I was still alive, and was looking around, did ANYBODY notice that I had a Genocide to my name?

One Thousand Fifty-Three Kills  
One thousand fifty-three goblins <♀> in Hexhatchets

Apparently my dwarf is also a misogynist.

It's a damn good thing Dwarf Fortress goblins are ugly, otherwise I might shed a tear for them all.

On a side note, that's god damn hilarious.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Aseaheru** on **January 30, 2013, 08:15:47 pm**

are we going to have a quotes page?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **AnimaRytak** on **January 30, 2013, 08:25:40 pm**

Quote from: Aseaheru on January 30, 2013, 08:15:47 pm  
are we going to have a quotes page?

I take select quotes and add them to the original post.  
They change over time.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Teh\_Idort** on **January 30, 2013, 10:58:10 pm**

Hey, whoever's over-seeing, Change my job title to Lady Killer please. Kefka managed to convince me.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **gunpowdertea** on **January 31, 2013, 06:04:47 am**

After having *found* and finally *read* DG II I'd again like to sign up for a spot in the overseer list. I promise not to kill Timmy (again) ;)   
@AnimaRytak: you could've linked the new DG on the old thread in the last post... I have to admit: now I'm too lazy to go back there, necro the thread, add the link...

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **kefkakrazy** on **January 31, 2013, 09:52:35 am**

Quote from: gunpowdertea on January 31, 2013, 06:04:47 am  
After having *found* and finally *read* DG II I'd again like to sign up for a spot in the overseer list. I promise not to kill Timmy (again) ;)   
@AnimaRytak: you could've linked the new DG on the old thread in the last post... I have to admit: now I'm too lazy to go back there, necro the thread, add the link...

Tiny Tim... you bastard!

He was a legendary crutchwalker! Legendary!

(Dorfs don't still gain buckets of physical attributes from skill xp, do they? I'd have liked to have seen a dorf back in those days pick up superdorf strength and speed through crutchwalking experience...)

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **AnimaRytak** on **January 31, 2013, 03:12:41 pm**

Quote from: gunpowdertea on January 31, 2013, 06:04:47 am  
After having *found* and finally *read* DG II I'd again like to sign up for a spot in the overseer list. I promise not to kill Timmy (again) ;)   
@AnimaRytak: you could've linked the new DG on the old thread in the last post... I have to admit: now I'm too lazy to go back there, necro the thread, add the link...

There's a link to it on the original Deathgate post.

Also, Insanity, where the hell are you?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Urist McDwarfFortress** on **January 31, 2013, 05:46:35 pm**

Quote from: AnimaRytak on January 31, 2013, 03:12:41 pm  
Also, Insanity, where the hell are you?  
What do you mean? This thread is absolutely full of insanity!!  
  
Seriously, though, have you sent him a PM?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **AnimaRytak** on **January 31, 2013, 06:56:19 pm**

Quote from: Urist McDwarfFortress on January 31, 2013, 05:46:35 pm  
Quote from: AnimaRytak on January 31, 2013, 03:12:41 pm  
Also, Insanity, where the hell are you?  
What do you mean? This thread is absolutely full of insanity!!  
  
Seriously, though, have you sent him a PM?

He made an acknowledgment post, then he vanished. But he's logged onto the forum since then.

I'm going to turn him into a goblin woman and feed him to Dortimus.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Gentlefish** on **January 31, 2013, 10:00:14 pm**

Maybe he's doing his whole turn at once.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Orange Wizard** on **January 31, 2013, 10:48:33 pm**

I'M BACK!  
  
Sorry. I actually got completely distracted.  
  
For three(?) days.  
  
I apologise.  
  
I'll post an update today, or you can feed me to a sturgeon.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Gentlefish** on **January 31, 2013, 11:30:39 pm**

Quote from: InsanityIncarnate on January 31, 2013, 10:48:33 pm  
I'll post an update today, or you can feed me to a sturgeon.

Preparing the fish for insanity ingestion.

---

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Orange Wizard** on **January 31, 2013, 11:33:28 pm**

---

Quote from: Pufferfish on January 31, 2013, 11:30:39 pm  
Quote from: InsanityIncarnate on January 31, 2013, 10:48:33 pm  
I'll post an update today, or you can feed me to a sturgeon.

Preparing the fish for insanity ingestion.

Don't get too excited there. I've got the savefile.

First off, this tileset is WEIRD. Everything looks creepy. I don't like it. Make it go away!

There's a random skeleton in the middle of the big whatever-the-hell this room is.

A cat has been vomiting for about 2 pages of reports.

Most dwarves are idle... I'm going to fix this. All of the stills are set to brew drinks. The smelter (only one!?) is smelting. The forge is making forgeries. I mean forging. Not forging forgeries... but....

The meeting hall, or what currently passes for a meeting hall, is being smoothed out. Soon it will be engraved.

And some of our green-skinned friends have arrived to take our children. They can have them, actually. This fort's three babies are doing nothing worthwhile. Also, why are the goblins represented by buckets?

Sorry for the short update after a long wait. I'll post more fairly regularly. Give me a few kicks if I slack off.

---

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Dermonster** on **January 31, 2013, 11:34:22 pm**

---

(Make sure I get my 'Head of military' job back. If i was ever taken off.

I can't even keep track of whats going on, theres too many non-update posts.)

---

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Orange Wizard** on **January 31, 2013, 11:37:40 pm**

---

Quote from: dermonster on January 31, 2013, 11:34:22 pm  
(Make sure I get my 'Head of military' job back. If i was ever taken off.

I can't even keep track of whats going on, theres too many non-update posts.)

You are currently Derm, Fearbringer.

---

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Dermonster** on **January 31, 2013, 11:39:34 pm**

---

(Yes but it is unclear over whether or not I am actually in the in-game position. And have a squad.)

---

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Teh\_Idort** on **February 01, 2013, 12:42:19 am**

---

Quote from: InsanityIncarnate on January 31, 2013, 11:33:28 pm  
  
And some of our green-skinned friends have arrived to take our children.

I HUNGER FOR MORE.

---

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Chimpanzee** on **February 01, 2013, 04:28:33 am**

---

Quote  
...  
Pufferfish   Puff   Stonewhisperer   Mason/Mechanic   Alive  
NRDL   Baelor the Malevolent   swordswarf   Alive  
peregarette   Gar/Peregarette   Metalsmith   Alive  
Chimpanzee   Pan/Aslod (if a kobold, wat?)   Foe of Elves   Miner or Carpenter   ~~Alive~~**Undorfed**  
Uli Viasi   Gorel/Sink   Gemcutter   Undorfed  
Tomio   Tomio   Scientist   Any variety of smith   Undorfed  
UristMcDwarfFortress   Steve   Woodburner   Alive  
...  
Fixed, after a glance in the current save.

Link to new dorflist:  
<https://docs.google.com/spreadsheet/ccc?key=0AISo5hVNJbAqdGUxNmW5dEFqVG91Nm1Jb2xKRk02NVE#gid=0>

---

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Yuli Viasi** on **February 01, 2013, 01:54:18 pm**

---

Quote  
Uli Viasi  
Dafuq?

The cat is probably the one Saint ~~failed to sacrifice~~ smited the shit out of earlier. If I recall correctly he/she ordered it to be killed as quickly as possible. Of course you could just leave it as it is. Let it vomit a little. Green is one pretty colour, you know?

EDIT: Does the link have to be reposted every time someone changes it? <https://docs.google.com/spreadsheet/ccc?key=0AISo5hVNJbAqdGUxNmW5dEFqVG91Nm1Jb2xKRk02NVE#gid=0>

---

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Nonsequitorian** on **February 01, 2013, 02:08:37 pm**

---

Wait woah what the hell is going on right now?

---

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **kefkakrazy** on **February 01, 2013, 02:19:24 pm**

---

Quote from: Yuli Viasi on February 01, 2013, 01:54:18 pm  
  
EDIT: Does the link have to be reposted every time someone changes it? <https://docs.google.com/spreadsheet/ccc?key=0AISo5hVNJbAqdGUxNmW5dEFqVG91Nm1Jb2xKRk02NVE#gid=0>

No reason it should be. As Anima linked to it on the front page, as long as we can make a gentledorf's agreement to actually use it, it should work fine.

If you're the player taking a turn, and you want to make a pass of the dorfings, you can check the list, see who's dead and alive, and update statuses accordingly.

If you have someone or more than one someone die, it'd be cool if you (or someone) could make sure that the cause of death is logged as well, because I feel like that would be really fun to read later on.

If you're someone who wants dorfed, you just open it and add to the list; next time a player makes a dorfing pass he should catch you and get you added.

It's a little bit of paperwork, but with much less potential for missed dorfings or redorfings than the player having to catch every dorf request post that gets made...

EDIT: That is to say, no, you guys, you don't have to repost the link. You might acknowledge that you made a change in a post you make, but you don't really have to repost the link because it goes to the same page.


As long as you have that link, google cares not if you change things. Heck, it doesn't care if four of you are on there making edits at once, it'll catch them all. There's even a chat bar on the side where you jokers can talk over your dorfing changes.

---

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Urist McDwarfFortress** on **February 01, 2013, 02:36:10 pm**

---

Quote from: InsanityIncarnate on January 31, 2013, 11:33:28 pm  
Also, why are the goblins represented by buckets?

Terry?  
**Spoiler** (click to show/hide)  


---

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **☼!!Troll Fur Sock!!☼** on **February 01, 2013, 04:58:19 pm**

---

Yeah... And still, I'm not on the list... And now I have no idea after who I should be dorfed xD  
My number should be... 11, right?

---

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**  
Post by: **Orange Wizard** on **February 02, 2013, 12:35:48 am**

---

Quote from: dermonster on January 31, 2013, 11:39:34 pm  
(Yes but it is unclear over whether or not I am actually in the in-game position. And have a squad.)

Don't worry, you're still in charge of the military.

The human traders left. I couldn't take any of their stuff :(

Lots of babies are being born. Why haven't we set up some Dwarven Day Care? At least then the goblins wouldn't steal half the kids.

The sacrificial pit sucks. I dumped a yak down there, and it got a few bruises and a broken spine. Because of this, I'm setting up a new pit that is much higher up. It's going to be several z-levels above the surface, made from...

MICROCLIIIIIINNNEEEEE!!!!

[EDIT] The pit works! The miner who dug out the new pit plummeted to his death! Lots of bones were shattered, and lots of tissue was bruised. He died in less than a day after falling.

[EDIT2] Sadly, the miner was identified to be Jables the Stoneman. He will be missed.

[EDIT3] Migrants have arrived, so if Jables wants redorfging, now's the time to ask.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **kefkakrazy** on **February 02, 2013, 01:41:06 am**

added Jables's death to the Dorfinator.

I would assume you can go ahead and redorf him if there's free bodies after everyone else who hasn't been dorfed yet gets one. We could probably do "automatic" redorfging since we have the Dorfinator list to show who needs it.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **Yuli Vlasi** on **February 02, 2013, 05:44:34 am**

Quote from: InsanityIncarnate on February 02, 2013, 12:35:48 am

The human traders left.

Humans? Can you tell us who their leader is?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **StLeibowitz** on **February 02, 2013, 12:08:24 pm**

Saint approves of the choice of stone for the sacrificial complex.

Also, did the goblins get my dwarf's kid, or is he still in the fortress?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **AnimaRytak** on **February 02, 2013, 03:11:59 pm**

Quote from: kefkakrazy on February 02, 2013, 01:41:06 am

added Jables's death to the Dorfinator.

I would assume you can go ahead and redorf him if there's free bodies after everyone else who hasn't been dorfed yet gets one. We could probably do "automatic" redorfging since we have the Dorfinator list to show who needs it.

Indeed. The whole idea of the lore excuse of body-snatching was to encourage re-dorfging of every character. So whenever someone dies, redorf em!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **Orange Wizard** on **February 02, 2013, 08:49:51 pm**

Quote from: StLeibowitz on February 02, 2013, 12:08:24 pm

Saint approves of the choice of stone for the sacrificial complex.

Also, did the goblins get my dwarf's kid, or is he still in the fortress?

Uh. I'm pretty sure your kid was taken by the goblins. I'm sorry.

Quote from: Yuli Vlasi on February 02, 2013, 05:44:34 am

Quote from: InsanityIncarnate on February 02, 2013, 12:35:48 am

The human traders left.

Humans? Can you tell us who their leader is?

Lon Lapaworu rules the Splattered Nations. S/he is a waxworker.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **StLeibowitz** on **February 02, 2013, 10:41:07 pm**

Quote from: InsanityIncarnate on February 02, 2013, 08:49:51 pm

Uh. I'm pretty sure your kid was taken by the goblins. I'm sorry.

Nooooooooooooooooooooooooooo!!!

~~~

Well, I hope the damned greenskins raise him right. If he doesn't appear as the leader of a band of goblin warriors in twenty years, I will be very disappointed with him.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **kefkakrazy** on **February 03, 2013, 01:29:47 am**

Quote from: AnimaRytak on February 02, 2013, 03:11:59 pm

Quote from: kefkakrazy on February 02, 2013, 01:41:06 am

added Jables's death to the Dorfinator.

I would assume you can go ahead and redorf him if there's free bodies after everyone else who hasn't been dorfed yet gets one. We could probably do "automatic" redorfging since we have the Dorfinator list to show who needs it.

Indeed. The whole idea of the lore excuse of body-snatching was to encourage re-dorfging of every character. So whenever someone dies, redorf em!

Ah, good. Glad to have Anima's seal on that one; I had started to worry that by beginning to set policy for the Dorfinator, I was coming close to setting policy for Murdermachines as a whole.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **Urist McDwarfFortress** on **February 03, 2013, 03:50:48 pm**

Quote from: InsanityIncarnate on February 02, 2013, 08:49:51 pm

Quote from: StLeibowitz on February 02, 2013, 12:08:24 pm

Also, did the goblins get my dwarf's kid, or is he still in the fortress?

Uh. I'm pretty sure your kid was taken by the goblins. I'm sorry.

Why are you sorry? Knowing Deathgate's history, that probably the best possible fate he could have hoped for!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **renegadelobster** on **February 04, 2013, 02:56:07 am**

I added my self to the dorf list.

Thaddeus

The Fail-Saint

Hammerdwarf. If not available, Axedwarf works too

Thank you much!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **peregarrett** on **February 04, 2013, 03:43:23 am**

Hey, it's third turn, and no invasions?

I guess my dorf isn't working hard.

Forge gold goblet/R, please!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **Jbg97** on **February 04, 2013, 07:16:25 pm**

_ _

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **CookiesAndCremation** on **February 05, 2013, 01:47:53 am**

Just finished reading the entirety of Deathgate... That was quite the read! Bravo, gentledwarfs!

I'm relatively new to DF, (about...2 weeks since I downloaded the game, most of which was spent reading about Deathgate...jerks).

Anyway, I need to have a tiny stamp on this, seeing as I missed out on the last one. I've added to the Dorf-inator. (Side note, I would like profession as "Guy" regardless of gender).

E: I should probably also mention that this thread has my forum virginity. Be gentle ;)

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **Orange Wizard** on **February 05, 2013, 02:09:43 am**

OK, I'm going to play more of this, between school/homework/programming/personal DF/sleep/reading ASOIAF.

Updates may be a bit slow in coming.

...

Anyway, I'll set your dwarf to doing useful things, peregarrett, but first I'm going to overhaul the entire industry setup of the fortress. At the moment, dwarves are running around doing any job that they've got Novice in. I mean to remedy this by setting up structured industries. It will be woefully inefficient to get running, but it will be glorious once I'm done.

Also, why are there only three babies? My forts get swamped with so many migrant children (yes, I set the child cap low) that I decided to rename them in the raws as "dwarven booze sponges".

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **GentlemanRaptor** on **February 05, 2013, 05:52:50 am**

Quote from: InsanityIncarnate on February 05, 2013, 02:09:43 am
Also, why are there only three babies? My forts get swamped with so many migrant children (yes, I set the child cap low) that I decided to rename them in the raws as "dwarven booze sponges".
Dwarven booze sponges? That's certainly an accurate description of them.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **February 05, 2013, 03:04:24 pm**

Quote from: CookiesAndCremation on February 05, 2013, 01:47:53 am
Just finished reading the entirety of Deathgate... That was quite the read! Bravo, gentledwarfs!
I'm relatively new to DF, (about...2 weeks since I downloaded the game, most of which was spent reading about Deathgate...jerks).

Anyway, I need to have a tiny stamp on this, seeing as I missed out on the last one. I've added to the Dorf-inator.
(Side note, I would like profession as "Guy" regardless of gender).

E: I should probably also mention that this thread has my forum virginity. Be gentle ;)

Look at this dude! HE wants to be the GUY!

Are you a bad enough dude to be the Guy? The Dwarven King has been kidnapped by ninjas!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **CookiesAndCremation** on **February 05, 2013, 03:34:25 pm**

Quote from: kefkakrazy on February 05, 2013, 03:04:24 pm
Quote from: CookiesAndCremation on February 05, 2013, 01:47:53 am
Just finished reading the entirety of Deathgate... That was quite the read! Bravo, gentledwarfs!
I'm relatively new to DF, (about...2 weeks since I downloaded the game, most of which was spent reading about Deathgate...jerks).

Anyway, I need to have a tiny stamp on this, seeing as I missed out on the last one. I've added to the Dorf-inator.
(Side note, I would like profession as "Guy" regardless of gender).

E: I should probably also mention that this thread has my forum virginity. Be gentle ;)

Look at this dude! HE wants to be the GUY!

Are you a bad enough dude to be the Guy? The Dwarven King has been kidnapped by ninjas!

Well...I stubbed my toe this morning and only cried for 3 minutes.

(also completed I Wanna Be The Guy :D)

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Orange Wizard** on **February 05, 2013, 04:47:45 pm**

Jables the Stoneman has been re-bodified as Jables the Stoneman.

Work on the new sacrificial pit is progressing at a slow rate. I've recruited some masons from the random useless dwarves who are milling around to speed up the process.

Raptor the Sniper has died of thirst. What? We have... twenty drinks. Damn, I need to get the booze industry running ASAP.

And a mason has been taken by a mood! GIVE ME ARTIFACT MICROCLINE BLOCKS!!!

Also,
Quote from: CookiesAndCremation on February 05, 2013, 03:34:25 pm
completed I Wanna Be The Guy
Liar.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **CookiesAndCremation** on **February 05, 2013, 06:19:34 pm**

I did though!

and tag teamed super meatboy to 106% and a+s on all the dlc.
not to brag or anything. >.>

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **February 05, 2013, 06:54:21 pm**

Quote from: InsanityIncarnate on February 05, 2013, 04:47:45 pm
Jables the Stoneman has been re-bodified as Jables the Stoneman.

Work on the new sacrificial pit is progressing at a slow rate. I've recruited some masons from the random useless dwarves who are milling around to speed up the process.

Raptor the Sniper has died of thirst. What? We have... twenty drinks. Damn, I need to get the booze industry running ASAP.

And a mason has been taken by a mood! GIVE ME ARTIFACT MICROCLINE BLOCKS!!!

Also,
Quote from: CookiesAndCremation on February 05, 2013, 03:34:25 pm
completed I Wanna Be The Guy
Liar.

Raptor was melancholy according to the dorflist, so he just stopped drinking.

Have you dorfed or redorfed anybody other than Jables?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **The Mad Fool** on **February 07, 2013, 06:29:09 pm**

...I can't believe I just noticed Deathgate II has already started. Dorfing request added for The Mad Fool!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **February 07, 2013, 06:59:51 pm**

Jeebus. I think the curse of the military is real.

Looking at the death notes I've started keeping in the dorfinator, all three dorfs which have been registered as KIA were military of some stripe. (At least, Stoneman's dorfing entry says "Axedwarf.")

Huh.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AoshimaMichio** on **February 09, 2013, 03:19:29 am**

Whoever made the dorfinator forgot to add me into it...

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **The Mad Fool** on **February 09, 2013, 06:24:34 am**

Quote from: AoshimaMichio on February 09, 2013, 03:19:29 am
Whoever made the dorfinator forgot to add me into it...

Actually, you're supposed to add your name yourself (hence why it's a google doc).

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Orange Wizard** on **February 09, 2013, 03:30:27 pm**

Sorry. I was away for a few days, and have now returned in a not-very-fit-to-play-DF state. I don't have much stomach for dorfing, but seeing as Jables died in my turn I thought it necessary for me to redorf him.
Updates will be intermittent and sparse, so if people want me to hand the save along, I will do so, but I'd like to finish it myself.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **February 09, 2013, 11:37:30 pm**

Well, by the rules Anima posted in the OP you're allowed two weeks to close it out. Dunno how strict he plans to be about enforcing it, but d'ye think you can finish the year in that time?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **CookiesAndCremation** on **February 10, 2013, 12:20:51 am**

Well he was pretty strict last time in keeping the whole "no time limit thing." :p

I'm sure if you can do it within a timely manner with a small extension of time, he'd make an exception, but I'd recommend not pushing it.

E: Of course that's for him to decide, and me to speculate on.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **February 10, 2013, 02:40:51 am**

The two week limit was created after certain overseers took a month for a single turn in Deathgate (myself included, sadly).

This time I will be strictly enforcing said limits unless you're very near to completion.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **SanDiego** on **February 10, 2013, 05:00:22 am**

An important thing dawned on me - last time I read about the sacrificial altar design, it sorely lacked in upright pointy thingies department. Gravity is good, gravity with pointy thingies even better!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **StLeibowitz** on **February 10, 2013, 02:49:33 pm**

Quote from: SanDiego on February 10, 2013, 05:00:22 am
An important thing dawned on me - last time I read about the sacrificial altar design, it sorely lacked in upright pointy thingies department. Gravity is good, gravity with pointy thingies even better!

I put a weapons trap with eight giant saw blades in it at the bottom. The theory was that the drop would knock the sacrifice out, and the buzzsaws would spray bits of it (as well as copious volumes of its blood) across the temple. If the drop remains too short, we'll just have to build a tower above ground to drop them from.

In retrospect, though, a spike would probably have been more efficient - but efficiency is never a primary goal in these projects, only a potential side effect.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Orange Wizard** on **February 11, 2013, 02:47:02 am**

OK, the weapon trap at the bottom of Ye Olde Pitte of Sacrifice will be replaced with 10 upright spears, linked to a lever in the dining room.
I'm also smoothing out and engraving a lot of the sacrificial chamber. Personally, I'd prefer it to end inside an adamantine spire, deep inside the SMR, but a microcline vein will have to suffice.

While this was progressing, a mason claimed his workshop. (?)

One of the children, As Astodkubuk, has grown up! She's now a goose!
Wait, what?

The mason has begun a mysterious construction, involving copper bars, rough gems, and malachite.

All steel crossbow bolts are being melted down, and the resultant bars will be used for the spikes in the Pitte.

We have 119 turkey eggs. Those turkeys are pretty busy.

Traders have arrived! Alright, let's trade! We have rock crafts to sell to our fellow dwarves!

And our dear mason has created Kubuk Raluk, a malachite table valued at 12000☼:
Spoiler (click to show/hide)
This is a malachite table. All craftdwarfship is of the highest quality. It is encrusted with round malachite cabochons and encircled with bands of copper. The object menaces with spikes of malachite and chrysocola.

A bucket is attacking! It's trying to steal our children!
Uh. OK, the bucket took one look at our manager and fled.

A bucket is attacking! It's also trying to steal our children!
This bucket distracted the masons working on my Ye Olde Towere of Sacrifice. Then fled. These buckets suck at stealing children.

Trade with the dwarves has begun. I gave them some flutes in exchange for their plump helmets and some seeds, but they were rapidly losing patience by the time I bartered four barrels of booze out of them... for 500☼ worth of crafts.

Every surface in the sacrificial room has been set for engraving. It's going to be pretty awesome when it's done.

And... that's it for now, unless I'm horribly mistaken.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **peregarrett** on **February 11, 2013, 03:08:13 am**

Quote from: InsanityIncarnate on February 11, 2013, 02:47:02 am
A bucket is attacking! It's trying to steal our children!
Uh. OK, the bucket took one look at our manager and fled.

A bucket is attacking! It's also trying to steal our children!
This bucket distracted the masons working on my Ye Olde Towere of Sacrifice. Then fled. These buckets suck at stealing children.

uh, WHAT????

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Gentlefish** on **February 11, 2013, 03:16:56 am**

Buckets are stealing children? What, do they have a bottomless pit inside of them?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **StLeibowitz** on **February 11, 2013, 06:24:48 am**

Well, it's difficult *not* to suck at everything when you lack the basic five senses and a nervous system. Silly buckets!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **The Mad Fool** on **February 11, 2013, 09:14:28 am**

I suspect he's having tileset issues, seeing as how one of the children grew up to be a goose.

Either that or Terry is turning his hand to transmogrification and animation.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Wastedlabor** on **February 11, 2013, 09:41:11 am**

Maybe an adventurer brought a wand of polymorph from Nethack. :P

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Viasi** on **February 11, 2013, 12:25:59 pm**

Does the dwarf/goose have a name yet?
Quote from: InsanityIncarnate on January 31, 2013, 11:33:28 pm
Also, why are the goblins represented by buckets?
A medium-sized container driven to cruelty by its evil nature.

Murdermachines, Year 3: Inanimate objects attempt to steal our children but it's fine because they simply turn into animals before something bad happens

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **GentlemanRaptor** on **February 11, 2013, 03:20:00 pm**

Oh , jesus. Tileset issues just make me laugh so much. That said, if they can be purged, it will delay the coming of Terry for a time.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **scaliper** on **February 11, 2013, 07:07:26 pm**

I've made a dorfing request, and would also like to be added to the turn-list if at all possible. Also, sorry I'm late to the party. I missed the link on the first post of the Deathgate thread.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Orange Wizard** on **February 11, 2013, 10:31:48 pm**

I laughed a lot when I read your responses to my buckets/goose nonsense, and now people are looking at me.
Anyway, I'm pretty sure it's a tileset problem:
Quote from: InsanityIncarnate on January 31, 2013, 11:33:28 pm
this tileset is WEIRD. Everything looks creepy. I don't like it. Make it go away!

Quote from: InsanityIncarnate on January 31, 2013, 11:33:28 pm
why are the goblins represented by buckets?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AutoScribe** on **February 12, 2013, 02:54:11 am**

Okay. I've been stalking this thread for a short while now, and have finally given in to the urge to sign up. Nice to meet you everybody!!!
sighs
God help me.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **NRDL** on **February 12, 2013, 02:57:45 am**

Have I been dorfed yet?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **SanDiego** on **February 12, 2013, 05:48:21 am**

| | |
|---|--|
| According to this: https://docs.google.com/spreadsheets/ccc?key=0AISo5hVNJbAqdGUxNmW5dEFqVG91Nm1Jb2xKRk02NVE#gid=0
you are still alive. | |
| Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)
Post by: StLeibowitz on February 12, 2013, 06:31:01 am | |
| <div>Quote from: AutoScribe on February 12, 2013, 02:54:11 am</div> <div>God help me.</div> | |
| Not until we can get the sacrificial tower complete. Armok doesn't work for cheap! | |
| Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)
Post by: Yuli Viasi on February 12, 2013, 08:32:03 am | |
| What season is it? I lost track. | |
| Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)
Post by: AutoScribe on February 12, 2013, 01:05:13 pm | |
| I'm pretty sure it's either winter or spring. I've always been really sketchy on which months go where with this game.
Also, I was referring to the human diety referred to as God. Not very original, but neither is crucification. There's just no potential for good ol' FUN with it. Such a boring way to die.
And besides, I pledge myself to Terry, and the Omnissiah on Thursdays. I believe in appeasement of the destroyer, if only tongue-in-cheek appeasement. | |
| Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)
Post by: Urist McDwarfFortress on February 12, 2013, 06:57:43 pm | |
| <div>Quote from: InsanityIncarnate on February 11, 2013, 02:47:02 am</div> <div>One of the children, As Astodkubuk, has grown up! She's now a goose!</div> <div>Tsk. Tsk. Terry!</div> | |
| Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)
Post by: kefkakrazy on February 12, 2013, 10:32:34 pm | |
| It amuses me that out of three dead dwarves, two were part of the original seven. | |
| Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)
Post by: Nonsequitorian on February 13, 2013, 04:40:28 am | |
| Wait I'm not dworfinated. Sadface. | |
| Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)
Post by: kefkakrazy on February 13, 2013, 11:48:57 am | |
| I think that there were several pre-existing dorf requests that didn't make it onto the dorfinator. The problem was that we'd gone so many pages of discussion without any recordkeeping or dorfings that some people got lost in the churn.

I recommend anyone following the thread who has posted a dorf request and hasn't checked the dorfinator to do so. | |
| Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)
Post by: Orange Wizard on February 14, 2013, 02:22:47 am | |
| I have a tendency to not do dorfings. Sorry.

Anyway, I should probably post an update, but that would require me to tear myself away from my wonderfully enjoyable physics homework and play a rather slow game of DF. | |
| Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)
Post by: Gentlefish on February 14, 2013, 11:20:07 am | |
| <div>Quote from: InsanityIncarnate on February 14, 2013, 02:22:47 am</div> <div>I have a tendency to not do dorfings. Sorry.

Anyway, I should probably post an update, but that would require me to tear myself away from my wonderfully enjoyable physics homework and play a rather slow game of DF.</div> | |
| Play it in the background. | |
| Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)
Post by: kefkakrazy on February 14, 2013, 11:58:33 am | |
| <div>Quote from: InsanityIncarnate on February 14, 2013, 02:22:47 am</div> <div>I have a tendency to not do dorfings. Sorry.</div> | |
| Wasn't blaming you, bro! I was more pointing out that when I first made the dorfinator, I used a list someone had put together to do it, but the list was far from complete and I wasn't about to dig through pages and pages looking for unfulfilled dorf requests. Self-service is way easier. | |
| Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)
Post by: Orange Wizard on February 14, 2013, 11:41:27 pm | |
| <div>Quote from: Pufferfish on February 14, 2013, 11:20:07 am</div> <div>Quote from: InsanityIncarnate on February 14, 2013, 02:22:47 am</div> <div>I have a tendency to not do dorfings. Sorry.

Anyway, I should probably post an update, but that would require me to tear myself away from my wonderfully enjoyable physics homework and play a rather slow game of DF.</div> <div>Play it in the background.
But then I get distracted, and start calculating the force behind my hammerdwarves' swings, and not how far the ball three metres up the 30° slope rolls.</div> <div>But I promise to give you guys some updates later.</div> | |
| Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)
Post by: pregarrett on February 15, 2013, 02:13:29 am | |
| <div>Quote from: InsanityIncarnate on February 14, 2013, 11:41:27 pm</div> <div>But then I get distracted, and start calculating the force behind my hammerdwarves' swings, and not how far the goblin head three metres up the 30° slope rolls.
Fixed that.
A dwarven golf.</div> | |
| I thought that was hobbit golf. | |
| Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)
Post by: Aseaheru on February 15, 2013, 05:09:01 pm | |
| Nah. hobbits have wooden balls they use for that. | |
| Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)
Post by: OREOSOME on February 15, 2013, 05:09:27 pm | |
| <div>Quote from: Aseaheru on February 15, 2013, 05:09:01 pm</div> <div>Nah. hobbits have wooden balls they use for that.

Unless they're a Took.</div> | |
| Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)
Post by: Aseaheru on February 15, 2013, 05:22:35 pm | |
| Or a Baggins. they now have ones of crystal.
now i want a hobbit in DF... | |
| Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)
Post by: Urist McDwarfFortress on February 15, 2013, 05:28:33 pm | |
| Hobbits would probably be pretty worthless in DF. They probably wouldn't send trade caravans, and they would certainly never send an invasion. So unless you embarked on a hobbit town, you'd never see them. | |

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **NRDL** on **February 15, 2013, 06:09:19 pm**

Hobbit thieves?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Urist McDwarfFortress** on **February 15, 2013, 06:16:06 pm**

Quote from: NRDL on February 15, 2013, 06:09:19 pm
Hobbit thieves?

Like I said, you'd never see them. :D

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Aseaheru** on **February 15, 2013, 08:14:20 pm**

Well, you could BE them... or get hobbit goods...

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **February 15, 2013, 10:20:32 pm**

Insanity began his turn on the first of the month. It is now the 15th.
If you can finish your turn within three days, I'll allow you to continue. Otherwise it's time to pass leadership.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Orange Wizard** on **February 16, 2013, 07:14:50 pm**

Quote from: AnimaRytak on February 15, 2013, 10:20:32 pm
Insanity began his turn on the first of the month. It is now the 15th.
If you can finish your turn within three days, I'll allow you to continue. Otherwise it's time to pass leadership.
LOAD GAME LOAD GAME LOAD GAME LOAD GAME LOAD GAME LOAD GAME LOAD GAME
[EDIT]Well, crap. DF crashes every time I try loading Murdermachines. I don't know what to say. This is too horrible for words.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **TheFlame52** on **February 16, 2013, 08:59:47 pm**

DONT YOU DARE STEAL MY DEATHGATE TERRY

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Orange Wizard** on **February 16, 2013, 10:58:38 pm**

Quote from: TheFlame52 on February 16, 2013, 08:59:47 pm
DONT YOU DARE STEAL MY DEATHGATE TERRY
:puts his arm around your shoulder:
I'm sorry. It's too late.
All ~~my~~ our work.... gone...

DEATHGATE HAS DIED IN A NON-GATE RELATED FASHION! LET US WEAR SACKCLOTH, TO MOURN THE PASSING OF THIS GREAT FORTRESS

or we could just revert to the save before mine and pretend I never screwed up

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **February 17, 2013, 12:54:26 am**

Well, that sucks. sorry to hear it bro. I guess Terry woke up from his bender.
Whoever the next Overseer is, please take a second to update the dorfinator to account for current status?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **TheFlame52** on **February 17, 2013, 09:49:25 am**

NO. WE CAN SAVE IT. All we have to do is restart from the last uncorrupted turn.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **slowpokez** on **February 17, 2013, 10:10:49 am**

Bulborbish wanna trade turn?
I don't have the willpower to go through that entire dorfing list :P

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **bulborbish** on **February 17, 2013, 03:31:11 pm**

Quote from: slowpokez on February 17, 2013, 10:10:49 am
Bulborbish wanna trade turn?
I don't have the willpower to go through that entire dorfing list :P
Why Not? I have some free time coming up and I'm willing to begin the ~~genocide~~ administration of Murdermachine's populace.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **slowpokez** on **February 17, 2013, 03:55:46 pm**

Quote from: bulborbish on February 17, 2013, 03:31:11 pm
Quote from: slowpokez on February 17, 2013, 10:10:49 am
Bulborbish wanna trade turn?
I don't have the willpower to go through that entire dorfing list :P
Why Not? I have some free time coming up and I'm willing to begin the ~~genocide~~ administration of Murdermachine's populace.
A real lifesaver m8 ;D
I'll repay you with the fanart of your choice later down your turn :P

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **tomio175** on **February 17, 2013, 05:17:57 pm**

Quote from: slowpokez on February 17, 2013, 03:55:46 pm
Quote from: bulborbish on February 17, 2013, 03:31:11 pm
Quote from: slowpokez on February 17, 2013, 10:10:49 am
Bulborbish wanna trade turn?
I don't have the willpower to go through that entire dorfing list :P
Why Not? I have some free time coming up and I'm willing to begin the ~~genocide~~ administration of Murdermachine's populace.
A real lifesaver m8 ;D
I'll repay you with the fanart of your choice later down your turn :P
If I may make a suggestion, get your dwarf drawn as a pimp, with several female dwarves around him. Just a suggestion, that's all. (If he doesn't choose this, Slowpokez, what do I need to do to make this happen?)

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **February 17, 2013, 09:24:20 pm**

Quote from: bulborbish on February 17, 2013, 03:31:11 pm
Quote from: slowpokez on February 17, 2013, 10:10:49 am
Bulborbish wanna trade turn?
I don't have the willpower to go through that entire dorfing list :P
Why Not? I have some free time coming up and I'm willing to begin the ~~genocide~~ administration of Murdermachine's populace.

Cool stuff. We DO have a ton of dorfings that need to happen... I suppose it's a mite imposing at the moment after all!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **bulborbish** on **February 17, 2013, 10:25:39 pm**

So, should I just download the old save and work from there, or do we have another save to work with at the moment?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Orange Wizard** on **February 18, 2013, 12:52:30 am**

Quote from: bulborbish on February 17, 2013, 10:25:39 pm
So, should I just download the old save and work from there, or do we have another save to work with at the moment?
Well, mine's corrupted. So you're stuck with the one ~10 pages back.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **February 18, 2013, 01:59:43 am**

Quote from: bulborbish on February 17, 2013, 10:25:39 pm
So, should I just download the old save and work from there, or do we have another save to work with at the moment?

The most up to date save should always be in the original post.

| |
|---|
| Should. |
| <div><div><div><div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div></div></div></div> <div><div>Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)</div><div>Post by: Chimpanzee on February 18, 2013, 09:04:06 am</div></div> |
| <div>Was Yuli's dorfing entry screwed up by any chance?
Because I had made a look through the list and done a small modification (swapping my entry with Sock's, I mean by position, nothing else), and his entry is completely different from his original request.</div> |
| <div><div><div><div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div></div></div></div> <div><div>Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)</div><div>Post by: Yuli Viasi on February 18, 2013, 11:23:42 am</div></div> |
| <div>I did change it myself, so that's not a problem. Since I can't encrust Murdermachines weaponry with precious gems (:'()) and there already are tons of warriors around I decided that it would be a good idea to leave engravings and sewn images all over the fortress instead. But thank you for asking Chimp, it would have been awkward if I would have been dorfed wrong.
Bonus points if you figure out why I chose Malach as my dorfs new name.</div> |
| <div><div><div><div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div></div></div></div> <div><div>Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)</div><div>Post by: bulborbish on February 18, 2013, 11:34:34 am</div></div> |
| <div>Oh great, the Dorf list is not updated on Dorfings. Updating it so I can tell who needs dorfing</div> |
| <div>EDIT: Ok, all accounted for. Hoping for update today.</div> |
| <div><div><div><div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div></div></div></div> <div><div>Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)</div><div>Post by: kefkakrazy on February 18, 2013, 12:50:33 pm</div></div> |
| <div>Yeah, it was established during Insanity's tenure and he never did anything with dorfings for the most part. So the dorfinator <i>is</i> out of date.</div> |
| <div><div><div><div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div></div></div></div> <div><div>Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)</div><div>Post by: Aseaheru on February 18, 2013, 12:54:48 pm</div></div> |
| <div>it brings out of date to an extreme.</div> |
| <div><div><div><div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div></div></div></div> <div><div>Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)</div><div>Post by: Orange Wizard on February 18, 2013, 11:42:25 pm</div></div> |
| <div><div><div><div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div></div></div></div> <div><div><div><div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div></div></div></div> <div><div><div><div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div></div></div></div> <div><div><div><div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div></div></div></div> 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Aslod' Gebnomal, "Aslod' Dentedstaves", **Foe of Elves**
♂
No Job
Master Wood Cutter
High Master Carpenter
Adequate Miller (Rusty)
Dabbling Grower
Great Bowyer
Dabbling Persuader
Great Negotiator
Adept Judge of Intent
Dabbling Intimidator
Adept Conversationalist

Aslod' Gebnomal, "Aslod' Dentedstaves", Foe of Elves

He is married to 'Thaddeus' Focusedcave.
He is a citizen of The Rampart of Tours. He is a member of Bodythief the Void-Wraith. He is a former member of The Godly Volcano. He arrived at Usanstakud Mazushmestthos on the 21st of Granite in the year 252.
He is seventy-six years old, born on the 1st of Granite in the year 176.
He isn't tall but has incredible muscles. His very long sideburns are neatly combed. His very long moustache is arranged in double braids. His very long beard is neatly combed. His very long hair is neatly combed. His nose is upturned. His somewhat short head is extremely narrow. His broad short ears are splayed out. His heliotrope eyes are round. His eyebrows are extremely sparse. His hair is dark tan. His skin is pink.
He is mighty, but he is very flimsy.
Aslod' Gebnomal likes tetrahedrite, zinc, red diamond, pebbles, barrels, crowns, crutches and giant moon snails for their predatory nature. When possible, he prefers to consume whip wine. He absolutely detests flies. He has a great affinity for language, an iron will, a great kinesthetic sense, good creativity and a good memory.
He doesn't handle stress well. He is entirely averse to risk and excitement. He is often cheerful. He doesn't like to compromise with others. He is easily moved to pity. He lacks confidence. He finds rules confining. He often does the first thing that comes to mind. He needs alcohol to get

Spoiler: Feldrain, Crocodile Hunter (click to show/hide)

Feldrain' Cattenzatan, "Feldrain' Channelclouted"
♂
On Break
Novice Shield User (Rusty)
Novice Armor User (Rusty)
Novice Dodger (Rusty)
Dabbling Engraver
Dabbling Mason
Great Animal Caretaker
Novice Miller (Rusty)
Novice Herbalist (Rusty)
Adequate Lye Maker (Rusty)
Novice Beekeeper (Rusty)

Feldrain' Cattenzatan, "Feldrain' Channelclouted", Crocodile Hunter

He is married to Ushat Netislands.
He is a citizen of The Rampart of Tours. He is a member of Bodythief the Void-Wraith. He is a former member of The Walls of Ringing. He is a former member of The Passionate Picks. He arrived at Usanstakud Mazushmestthos on the 21st of Granite in the year 252.
He is one hundred nine years old, born on the 1st of Granite in the year 143.
He is short and fat. His hair is dry. His very long sideburns are neatly combed. His very long moustache is arranged in double braids. His long beard is braided. His very long hair is neatly combed. His round heliotrope eyes are bulging. He has a very clear voice. His somewhat short nose is incredibly upturned. He has a deeply recessed chin. His small-lobed short ears are splayed out. His somewhat short head is extremely narrow. His hair is gray mixed with dark tan. His skin is copper.
He is susceptible to disease and weak.
Feldrain' Cattenzatan likes cryolite, rose gold, topazolite, llama wool, backpacks, animal traps, dogs for their loyalty and lungfish for their gulping. When possible, he prefers to consume sailfin molly, prickly berries and mead. He absolutely detests large roaches.
He has a great musical sense, but he has poor empathy, a little difficulty with words, very bad analytical abilities, quite poor focus and

Spoiler: Lashidang, Baby Demon (click to show/hide)

Lashidang' Ustirustuth, "Lashidang' Crowfence", **Baby Denon**

She is the daughter of Rith Laborchains and Thikut Passedringed. She is a worshipper of Linar the Cardinal Brightness of Emeralds.
She is a citizen of The Rampart of Tours. She is a member of Bodythief the Void-Wraith.
She is one month old, born on the 9th of Galena in the year 252.
She is very short and skinny. Her heliotrope eyes are round. Her hair is greasy. Her very long hair is tied in a pony tail. She has a high squeaky voice. Her nose is upturned. Her ears somewhat short. Her head is extremely narrow. Her hair is quite dense. Her hair is dark tan. Her skin is cinnamon. She is quite durable and quite quick to heal, but she is really susceptible to disease.
Lashidang' Ustirustuth likes alunite, platinum, red zircon, gems, bolts, mail shirts, weapon racks, guineafowls for their social nature and skink brutes for their horrifying features. When possible, she prefers to consume clownfish and sunshine. She absolutely detests hamsters.
She has a great musical sense, a great feel for social relationships and very good focus, but she has poor analytical abilities.
She is very comfortable in social situations. She can handle stress. She tends to avoid crowds. She is trusting. She acts impulsively. She laughs very loudly whenever she's surprised. When she's bored. She constantly rolls her eyes. She taps her feet constantly when she's nervous. She needs alcohol

Spoiler: Malach (click to show/hide)

Malach' Abodzulban, "Malach' Strikebanner", **Engraver**
♂
Drink
Master Engraver
Dabbling Grower
Adequate Organizer
Dabbling Persuader
Adept Negotiator
Adept Judge of Intent
Dabbling Intimidator
Dabbling Conversationalist
Dabbling Comedian
Great Flatterer

Malach' Abodzulban, "Malach' Strikebanner", Engraver

He is married to Kogan Beardpulley.
He is a citizen of The Rampart of Tours. He is a member of Bodythief the Void-Wraith. He is a former member of The Twinkling Constructs. He arrived at Usanstakud Mazushmestthos on the 26th of Malachite in the year 252.
He is seventy-eight years old, born on the 1st of Granite in the year 174.
He is short and incredibly skinny. His heliotrope eyes are round. His hair is dry. His very long sideburns are neatly combed. His very long moustache is arranged in double braids. His long beard is braided. His short hair is neatly combed. He has a broad chin. He has a clear voice. His nose is upturned. His somewhat short head is narrow. His somewhat short small-lobed ears are broad. His hair is dark tan. His skin is dark peach.
He is incredibly quick to heal and slow to tire.
Malach' Abodzulban likes dolomite, lead, smoky quartz, toad leather, giant impala hoof, rat bone, giant brown recluse spider silk, the color scarlet, war hammers and yaks for their shaggy hair. When possible, he prefers to consume dwarven ale, alpaca's milk and plump helmet spawn. He absolutely detests oysters.
He has an amazing memory and a way with words, but he has a poor kinesthetic sense, poor spatial senses and next to no willpower.

Spoiler: Pitchblende, Artificer (click to show/hide)

Pitchblende' Domasubal, "Pitchblende' Guildspirits"
♂
No Job
Dabbling Grower
Master Weaponsmith
Adequate Shearer (Rusty)
Expert Persuader
Dabbling Negotiator
Expert Judge of Intent
Expert Liar
Dabbling Conversationalist
Great Comedian
Dabbling Flatterer

Pitchblende' Domasubal, "Pitchblende' Guildspirits", Artificer

He is married to Iteb Tonegrasped.
He is a citizen of The Rampart of Tours. He is a member of Bodythief the Void-Wraith. He is a former member of The Early Chamber. He arrived at Usanstakud Mazushmestthos on the 21st of Granite in the year 252.
He is one hundred four years old, born on the 1st of Granite in the year 148.
He is short. His sideburns are clean-shaven. His very long moustache is arranged in double braids. His very long beard is arranged in double braids. His hair is clean-shaven. He has a broad chin. He has a low, clear voice. His nose is upturned. His small-lobed ears are splayed out. His heliotrope eyes are round. His nose bridge is somewhat concave. His ears are somewhat short. His skin is dark brown.
He is agile.
Pitchblende' Domasubal likes orpiment, lead, harlequin opal, giant bat leather, llama wool, the color mauve, traction benches and alpacas for their jutting teeth. When possible, he prefers to consume pond turtle and sewer brew. He absolutely detests jumping spiders.
He has good intuition and a good feel for social relationships, but he has a questionable spatial sense, poor focus and very bad analytical abilities.

Spoiler: Scaliper, Abacus (click to show/hide)

Scaliper' Rigothlelum, Abacus

Scaliper' Craftwane" Manager, ♀

Plant Seeds

Competent Organizer

Dabbling Persuader

Dabbling Negotiator

Adept Judge of Intent

Dabbling Intimidator

Adept Conversationalist

Dabbling Comedian

Great Flatterer

Dabbling Consoler

Adept Pacifier

Scaliper' Rigothlelum, "Scaliper' Craftwane", Abacus

She is married to Ilral Brassbases.

She is a citizen of The Rampart of Tours. She is a member of Bodythief the Void-Wraith. She is a former member of The Infamous Seal. She is the manager of Bodythief the Void-Wraith. She is the broker of Bodythief the Void-Wraith. She is the former manager of Bodythief the Void-Wraith. She arrived at Usanstakud Mazushmestthos on the 21st of Granite in the year 252.

She is seventy years old, born on the 1st of Granite in the year 182.

She is short and skinny. She has a broad chin. Her slightly protruding heliotrope eyes are round. Her hair is clean-shaven. Her broad ears are splayed out. Her nose is upturned. Her ears are somewhat short. Her skin is peach.

She is quick to heal, but she is flimsy.

Scaliper' Rigothlelum likes calcite, platinum, red grossular, stoat leather, amber, phantom spider silk, crossbows, shields, water buffalos for their water wallowing and giant sloth bears for their large floppy ears. When possible, she prefers to consume sunshine and cave wheat seeds. She absolutely detests leeches.

She has a great deal of patience, a sharp intellect, a very good feel for social relationships, very good intuition and a feel for music, but she has an iffy memory and a large deficit of willpower.

Spoiler: Thaddeus (click to show/hide)

Thaddeus' Athamas, The Fail

Thaddeus' Focusedcave" Militia Captain, ♀

Store Item in Stockpile

Competent Axedwarf

Novice Shield User (Rusty)

Novice Armor User (Rusty)

Novice Dodger (Rusty)

Dabbling Grower

Great Wood Crafter

Adequate Potter (Rusty)

Adequate Presser (Rusty)

Dabbling Persuader

Dabbling Negotiator

Thaddeus' Athamas, "Thaddeus' Focusedcave", The Fail Saint

She is married to Aslod' Dentedstaves.

She is a citizen of The Rampart of Tours. She is a member of Bodythief the Void-Wraith. She is a former member of The Branded Gem. She is a former member of The Godly Volcano. She is the militia captain of Bodythief the Void-Wraith. She arrived at Usanstakud Mazushmestthos on the 21st of Granite in the year 252.

She is seventy-eight years old, born on the 1st of Granite in the year 174.

She is short and fat. She has a recessed chin. Her somewhat short nose is upturned. Her hair is dry. Her very long hair is braided. Her heliotrope eyes are round. Her somewhat short head is narrow. Her somewhat short ears have small lobes. Her hair is dark tan. Her copper skin is slightly wrinkled. She is susceptible to disease.

Thaddeus' Athamas likes limestone, adamantine, star ruby, willow wood, vulture leather, spears, querns, harps and moose for their large size. When possible, she prefers to consume manta ray, kangaroo cheese, dwarven rum and wild strawberry seeds. She absolutely detests lizards.

She has very good intuition and an ability to read emotions fairly well, but she has a large deficit of willpower.

Spoiler: Tomio, Scientist (click to show/hide)

Tomio' Stukoslelum, Scienti

Tomio' Razorwanes" ♀

No Job

Great Armorsmith

Adequate Pump Operator (Rsty)

Master Persuader

Master Negotiator

Dabbling Judge of Intent

Dabbling Intimidator

Dabbling Conversationalist

Expert Comedian

Dabbling Flatterer

Dabbling Consoler

Tomio' Stukoslelum, "Tomio' Razorwanes", Scientist

She is married to Rakust Roombraved.

She is a citizen of The Rampart of Tours. She is a member of Bodythief the Void-Wraith. She is a former member of The Mechanism of Stone. She arrived at Usanstakud Mazushmestthos on the 21st of Granite in the year 252.

She is one hundred six years old, born on the 1st of Granite in the year 146.

She is short. She has a broad chin. Her somewhat short small-lobed ears are splayed out. Her hair is dry. Her very short hair is neatly combed. Her heliotrope eyes are round. Her nose is upturned. Her somewhat short head is narrow. Her copper skin is slightly wrinkled. Her hair is gray mixed with dark tan.

She is almost never sick and quick to heal, but she is quick to tire.

Tomio' Stukoslelum likes stibnite, adamantine, jasper opal, gazelle leather, grackle bone, the color plum, breastplates, puzzleboxes and jumping spider men for their ability to leap. When possible, she prefers to consume sunshine. She absolutely detests fire snakes.

She has a sum of patience and good intuition, but she has poor spatial senses, very bad analytical abilities, little natural inclination toward music, a poor memory and little linguistic ability.

Additionally, I decided to fix the mess the military government made of the Hall of Living

Spoiler: Fixing the Mistakes (click to show/hide)



Finally, to satisfy the final request of Saint, I have ordered the death of the 'infidel'

Stray Cat <Tame>

This animal isn't interested in your wishes.

s: Ready for Slaughter <Y>

Hopefully, these changes will make it apparent that we spirits are superior to the natives.

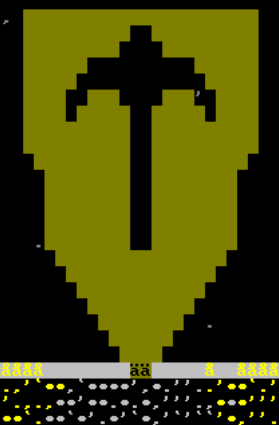
9th Limestone, Year 252

We spotted a goblin snatcher. Before he could grab a vessel he ran away. Unfortunate, but inevitable.



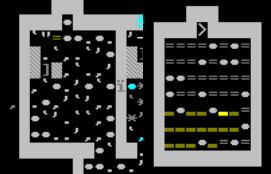
15th Limestone, Year 252

I've noticed the surprising lack of a graveyard in the entire fortress. With the several bodies lying around, I don't want to take the risk that the souls we displaced returning to cause havoc.



This Temple dedicated to the local customs should satisfy the number of vessels who fail to understand the value of our possession of them. Of course, Possession is a bad term for it, seeing as they never deserved the body in the first place.

17th Limestone, Year 252
I noticed a minor issue with carpentry shop locations, and decided to design and dig out a more formal place for the jobs to be completed, along with a wood stockpile above for ease of access.



28th Limestone, Year 252
We have a new vessel to feed and care for until we can fill the body with a more valuable member of society.



First Update is up, though I want to ask a question.

Since the start dates are so weird, should I go ahead and play until Granite 1, 254 or until Limestone 1, 253?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **chaosgear** on **February 20, 2013, 10:19:16 pm**

Keep playing til Granite. It'll make things simpler.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Orange Wizard** on **February 20, 2013, 10:33:32 pm**

SEE!? THE BUCKETS ARE INVADING!!

IT'S LIKE MY TURN ALL OVER AGAIN! THE BUCKETS SEND IN SPIES, THEN THEY OPEN THE GATES TERRY POSSESSES A HORDE OF GEESE AND SLAUGHTERS EVERYONE'S SAVEFILES!!!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **February 20, 2013, 11:22:59 pm**

Lashidang hates hamsters. Huh.

I was "missing?" Does that mean you just ran out of dwarves to dorf? If so, that is rather amusing.

I'm going to update the dorfing status of the ones you mentioned in your post.

Couple questions:

Raptor is still alive and melancholy, yes?
Jables is still alive, yes?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **February 21, 2013, 12:54:21 am**

Quote from: chaosgear on February 20, 2013, 10:19:16 pm
Keep playing til Granite. It'll make things simpler.

This man is correct. Play until Spring of 254.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Orange Wizard** on **February 21, 2013, 02:22:24 am**

Quote from: kefkakrazy on February 20, 2013, 11:22:59 pm

Lashidang hates hamsters. Huh.

I was "missing?" Does that mean you just ran out of dwarves to dorf? If so, that is rather amusing.

I'm going to update the dorfing status of the ones you mentioned in your post.

Couple questions:

Raptor is still alive and melancholy, yes?
Jables is still alive, yes?

Raptor is dead, I believe. He was definitely dead at some point in my turn.
Unlike Jables, who is alive, but died during my turn, and did so nobly.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **February 21, 2013, 08:26:02 am**

Raptor is *probably* alive at this point in time but melancholy. I seem to remember that being the case.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **bulborbish** on **February 21, 2013, 08:52:58 am**

Quote from: kefkakrazy on February 20, 2013, 11:22:59 pm
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I'm going to update the dorfing status of the ones you mentioned in your post.

Couple questions:

Raptor is still alive and melancholy, yes?
Jables is still alive, yes?

1. I'm working for dramatic effect with Krosan(and I need to find someone suitable)
2. Raptor is alive, and probably has around ~~3~~41-2 months to live, if I understand his current levels of hunger right now
3. My fellow miner, Jables, is perfectly healthy right now.

NOTE: I also took a peek at the raws, so goblins should be g again.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **February 21, 2013, 11:19:48 am**

Right, then at this point I believe the dorfinator is actually up to date. Good job bros!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **GentlemanRaptor** on **February 21, 2013, 03:53:37 pm**

Quote from: bulborbish on February 21, 2013, 08:52:58 am
Quote from: kefkakrazy on February 20, 2013, 11:22:59 pm

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3. My fellow miner, Jables, is perfectly healthy right now.

NOTE: I also took a peek at the raws, so goblins should be g again.

Be a pal and put Raptor in the sacrifice chamber, will you? I want to die like a dwarf, not wasting away of hunger.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Orange Wizard** on **February 21, 2013, 11:43:53 pm**

Quote from: GentlemanRaptor on February 21, 2013, 03:53:37 pm

Quote from: bulborbish on February 21, 2013, 08:52:58 am

Quote from: kefkakrazy on February 20, 2013, 11:22:59 pm

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Be a pal and put Raptor in the sacrifice chamber, will you? I want to die like a dwarf, not wasting away of hunger.

Remember, the sacrifice chamber DOESN'T WORK. I spent most of my turn trying to make it work, but even Jables took a while to die after he plummeted to his death.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **GentlemanRaptor** on **February 22, 2013, 06:04:03 am**

Quote from: InsanityIncarnate on February 21, 2013, 11:43:53 pm

Quote from: GentlemanRaptor on February 21, 2013, 03:53:37 pm

Quote from: bulborbish on February 21, 2013, 08:52:58 am

Quote from: kefkakrazy on February 20, 2013, 11:22:59 pm

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NOTE: I also took a peek at the raws, so goblins should be g again.

Be a pal and put Raptor in the sacrifice chamber, will you? I want to die like a dwarf, not wasting away of hunger.

Remember, the sacrifice chamber DOESN'T WORK. I spent most of my turn trying to make it work, but even Jables took a while to die after he plummeted to his death.

Well then. Starvation it is. I'll just wait until I get redorfed to die properly horribly.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Gentlefish** on **February 22, 2013, 02:44:17 pm**

Make it impossible to escape from and put a minecart-repeating menacing spikes down there. That'll kill everything.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **bulborbish** on **February 22, 2013, 10:53:41 pm**

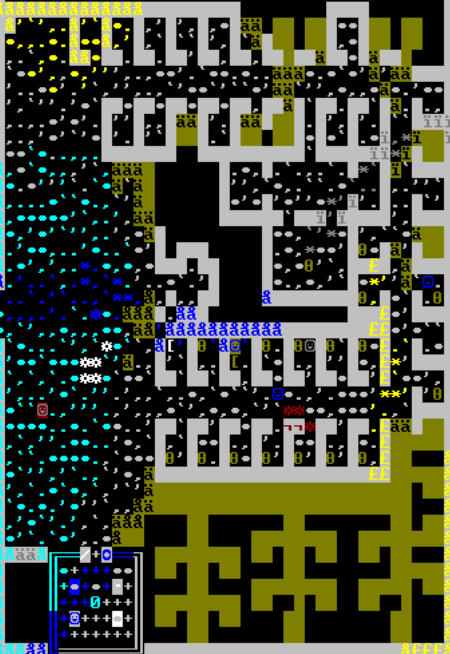
Quote from: Pufferfish on February 22, 2013, 02:44:17 pm

Make it impossible to escape from and put a minecart-repeating menacing spikes down there. That'll kill everything.

Unfortunately, I do not know how to make mine carts work, and Raptor died fairly fast before I could make an attempt. Anyway, on with the Update (I do understand Spikes)

Sandstone 9, 252

I've completed a sketch of my final solution to the mess that the housing section of the fortress
Spoiler: The Plans (click to show/hide)



It's a bit rough around the edges, and I still need to install a suitable residency for myself, but it should handle the greatest design issue we had.

Sandstone 23, 252

We had 7 new vessels arrive today. Looking through their skillsets, I've decided to bring two more individuals back from the Abyss.

Spoiler: The Mad Fool (click to show/hide)

'The Mad Fool' Zuglarning, Q
"The Mad Fool' Shipburns"
ø

No Job
Novice Marksdwarf
Novice Dodger
Novice Animal Trainer
Novice Trapper
Great Wound Dresser
Great Diagnostician
Novice Ambusher
Great Conversationalist
Talented Platterer
Talented Consoler

"The Mad Fool' Zuglarning, "The Mad Fool' Shipburns", Quack

He is married to Kubuk Dawnships.
He is a citizen of The Rampart of Tours. He is a member of Bodythief the Uoid-Uraith. He is a former member of The Sculpted Rooms. He arrived at Usanstakud Nazushmestthos on the 21st of Sandstone in the year 252.
He is sixty-five years old, born on the 1st of Granite in the year 187.
He is short with well-defined muscles. He has a very high-pitched voice. His sideburns are clean-shaven. His very long moustache is arranged in double braids. His long beard is braided. His hair is clean-shaven. He has a broad chin. His heliotrope eyes are round. His nose is upturned. His small-lobed splayed out ears are somewhat short. His burnt umber skin is slightly wrinkled. His ears are somewhat broad.
He is very agile and very strong, but he is quite susceptible to disease.
'The Mad Fool' Zuglarning likes jet, steel, red flash opal, brown recluse spider silk, the color violet, gems, backpacks and yaks for their shaggy hair. When possible, he prefers to consume dwarven rum and goat's milk. He absolutely detests worms.
He has a great affinity for language, a great feel for social relationships, a great memory, a feel for music, a sum of patience and willpower, but he has poor focus.

Spoiler: Aoshi (click to show/hide)

'Aoshi' Kanunib, "'Aoshi' Tiredrag", Rocker

I'll admit, I'm not that enthusiastic about bringing the Old Doctor back into the fort, but better his somewhat skilled hands than the incompetence we could expect from that Bookkeeper AnimeRaytak. Aoshi was so enthusiastic to get his hands on a pick and begin mining he jumped into another vessel, and I can't complain about the additional help inside the mines.

Raptor finally died of Melancholy from the failure early on in the fortress. I suspect the vessel is also involved, but I can't accomplish anything on purging it from this plane until I get the Temple of Miner ready. The vessel's child I also suspect will succumb, only being around 7 months old. At least we have other vessels to work with.

Spoiler: Shiqshagor (click to show/hide)

'Shigshagor' Asenkubuk, "'Shigshagor' Gravellance", Guy

Timber 10, 252

'Shigshagor' Asenkubuk, Guy has created Ngobolmunest, a sheep bone door!

Ngobolmunest, "Glumnessgroves", a sheep bone door

Spoiler: Stockpiles (click to show/hide)

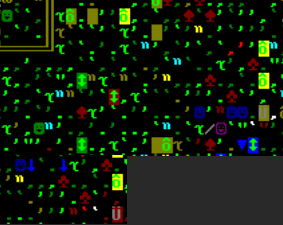


R: Set Mailbox
 R: View Rooms.
 v: View Items
 t: View Units
 n: Nobles and
 z: Status
 Tab: Move this
 ?: Help ESC
 : Movies D:
 l: Artifacts
 Space: Resume
 Thief! Protect the hoard from skulking filth!

Thief! Protect the hoard from skulking filth!

Fortunately, we were able to dispatch of him in a timely manner before he escaped, in part due to the excellent shot from the Mad Fool, who disabled the Thief before he could get away.

[Spoiler: The Failed Escape](#) (click to show/hide)



Timber 20

Just as we were about to start negotiations with the Mountainhome, we spot another Kobold. He gets away before we can dispatch him.



after that minor incident, we began negotiations. Seeing that we only really lacked strong metal for armor and weapons, I ordered only those goods.

[Spoiler: Demands to the Mountainhomes](#) (click to show/hide)

| The Former Overlord 'Animakytak' Gisekmuthkat meets with the outpost lias | | | |
|---|-------------------|-------|----------|
| Melbil Munestathel: I am your liaison from the Mountainhomes. Let's discuss your situation. | | | |
| Type | Good | Price | Priority |
| Leather | Iron Bars | 206% | ---!0 |
| Cloth <Plant> | Gold Bars | 178% | ---!0! |
| Cloth <Silk> | Silver Bars | 100% | 0!--- |
| Crafts | Copper Bars | 164% | ---!0! |
| Wood | Nickel Bars | 100% | 0!--- |
| Metal Bars | Zinc Bars | 100% | 0!--- |
| Small Cut Gems | Bronze Bars | 100% | 0!--- |
| Large Cut Gems | Brass Bars | 100% | 0!--- |
| Stone Blocks | Steel Bars | 205% | ---!0 |
| Seeds | Pig Iron Bars | 210% | ---!0 |
| Anvils | Platinum Bars | 100% | 0!--- |
| Weapons | Electrum Bars | 100% | 0!--- |
| Training Weapons | Iin Bars | 100% | 0!--- |
| Ammo | Fine Pewter Bars | 100% | 0!--- |
| Trap Components | Rifle Pewter Bars | 100% | 0!--- |
| Digging Implements | Lay Pewter Bars | 100% | 0!--- |
| Bodywear | Lead Bars | 100% | 0!--- |

Timber 25, 252

We finally finished formalizing paperwork for the next year. Our results make me optimistic on attracting more vessels next year.

[Spoiler: Demands from the Mountainhomes](#) (click to show/hide)

| Good | Price | Priority |
|---|-------|----------|
| crossbows | 170% | ---!0! |
| spears | 212% | ---!0 |
| cloth | 130% | !0!--- |
| earrings | 160% | ---!0! |
| powder | 173% | ---!0! |
| musical instruments | 126% | !0!--- |
| bracelets | 159% | ---!0! |
| seeds | 189% | ---!0! |
| metal bars | 192% | ---!0 |
| scepters | 203% | ---!0 |
| plants | 121% | !0!--- |
| prepared meals | 124% | !0!--- |
| the former Overlord 'Animakytak' Gisekmuthkat meets with the outpost lias | | |
| Melbil Munestathel: Farewell, Ber Gisekmuthkat. I look forward to our meeting next year. Our fortunes rise and fall together. | | |

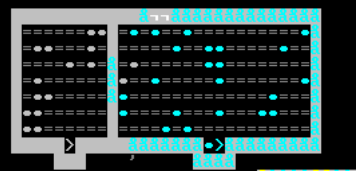
With that Scaliper can actually stop working at the negotiation table and get to work on the actual negotiation. Hopefully we see better luck with that than the Coffin Supply, which we still lack a single one. I'll have to find a suitable punishment(not involving sacrifice) to inflict on them if they do not solve the issue soon.

Moonstone 1, 252

Winter is upon you.

The last few days have been uneventful. Though we completed the Mason and Smithy Stockpiles, we've only had moderate success with the development of the other stockpiles. On a lighter note, the Housing District is almost complete.

[Spoiler: Situation Room on the Rooms](#) (click to show/hide)



Anyway, I need to return to Scaliper to see how the trade negotiations are going. The slow speed that they are proceeding at is starting to make me wonder on his competency.

Anyway, in the next update, Krosan and Raptor will be reincarnated. Until then, Bulborb signing out.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Dermonster** on **February 22, 2013, 10:58:26 pm**

How am I doing?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **NRDL** on **February 22, 2013, 10:58:58 pm**

Me too, how's my dorf?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Orange Wizard** on **February 22, 2013, 11:08:08 pm**

The kobolds are humans? Everything makes so much sense now! The humans, kobolds, and buckets are in league with each other! They are plotting the downfall of Dwarven civilisation! THEY MUST BE STOPPED! BURN ALL BUCKETS!!!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **February 23, 2013, 12:28:01 am**

Updated the status on the dorflist for the ones you added this turn.

At present, these are the only names I show as still undorfed; if you're on the dorfinator and aren't here, you're probably alive and in something approaching health.

TrollFurSock
Raptor (died)
Medkit
Krosan (died)
Voicesinthefan
Brokenmind
Flame
Maxwell Edison
Tyler Durden
Eugonachta
Vendix
AseaHeru

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Orange Wizard** on **February 23, 2013, 01:06:20 am**

Yay, Cassartheru's alive!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Vlas** on **February 23, 2013, 07:02:51 am**

Please let Malach smooth the tomb's walls and floors, I want him to become a legendary engraver as quickly as possible.
Besides that, I like that Bulborbish is fixing stuff, delaying the inevitable chaos for some while.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **bulborbish** on **February 23, 2013, 09:18:22 am**

Quote from: Yuli Vlas on February 23, 2013, 07:02:51 am
Please let Malach smooth the tomb's walls and floors, I want him to become a legendary engraver as quickly as possible.

Malach is already a Master Engraver, and I'm RPing my frustration with the speed. I'm going to make an attempt to improve the Military in winter, so I need most of the Domestic Stuff Handled by then, or I'll have to push it back to spring.

Quote from: Yuli Vlas on February 23, 2013, 07:02:51 am
Besides that, I like that Bulborbish is fixing stuff, delaying the inevitable chaos for some while.

Oh no, this is just to make things more orderly until I can build my own resource intensive project.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **The Mad Fool** on **February 24, 2013, 11:09:56 am**

From the Diary of The Mad Fool Zuglarning:

After some delay, my ~~test subjects~~ friends have finally acquired a new vessel for my use. A marvelous vessel it is, too. They were even so good as to find one prone to disease, meaning I will be able to experiment on this vessel when I lack suitable specimens. Most useful.

My time in the Void has been very educational, and it has certainly given me new ideas. Unfortunately, adapting those ideas to static Physics in a geometrically three-dimensional space has proven...limiting. But perhaps I have merely been spoiled by my time away. No matter. I will apply what I can.

I confess to some nostalgia when looking upon this fort. It is so...new and untainted by the madness that seeped and soaked into our previous one. While I do miss the edifying conversation that Terry provided, I must say I do appreciate being able to work without the distractions of murderous wraiths and magma floods.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **February 26, 2013, 04:08:31 pm**

It's good to have our friendly neighborhood psycho therapist back.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Urist McDwarfFortress** on **February 26, 2013, 05:39:42 pm**

Quote from: bulborbish on February 22, 2013, 10:53:41 pm
Fortunately, we were able to dispatch of him in a timely manner before he escaped, in part due to the excellent shot from the Mad Fool, who disabled the Thief before he could get away.

Huh? Is the Mad Fool in the militia? Pulling double duty as our doctor?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **February 26, 2013, 08:31:50 pm**

Quote from: Urist McDwarfFortress on February 26, 2013, 05:39:42 pm
Quote from: bulborbish on February 22, 2013, 10:53:41 pm
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My guess is he's gathering body parts and organs for his experiments.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **GentlemanRaptor** on **February 26, 2013, 08:55:17 pm**

Quote from: AnimaRytak on February 26, 2013, 08:31:50 pm
Quote from: Urist McDwarfFortress on February 26, 2013, 05:39:42 pm
Quote from: bulborbish on February 22, 2013, 10:53:41 pm
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Maybe skill with swords and daggers translates over into cutting up ~~victims~~ patients more easily.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **StLeibowitz** on **February 26, 2013, 10:33:12 pm**

*From the Diary of Saint, Former Military Governor of Murdermachines Yet She Who Still Claims Empresshood of the Deep*s

I have finally regained aenough sobrety to hold pen again. Spelng still beyond mental abilty. Outloook not good for improvemnt in forseabl future, so I wriet now.

~~Bulgordish Bludorgesh~~ Bulbi has takn charge. May have bin other perid where crazy (insan?) Void-Dweller run fort, but to drnk to remembr. Bulbi has made obscene muckery (mockry?) of beutiful natural cavn Digger dorf made in my reign and gave sqaure corners to it. Disgresful use of space ner Tomb. Templ to hethen god carved; maybe has dirty Guildist symbolsm in center. Does thiis universe even hav Guildsts? Must check before doing something to bring self up on drunc an disorderly charges as wel as desecratin holy place.

To Do List:

-Maek shure blue bridjs in new entrnse linked for dorfin ~~atumm~~ ~~smah~~ the super squisher.
-Brew mor rum.

Rum if gon. Stil thirsty. Wil chekc if Bulbi made more rum yet, and yel at someoen if not.

(The rest of the parchment is illegible and soaked in a strange liquid with a high alcohol content that cannot be identified as any known alcoholic beverage.)

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AoshimaMichio** on **February 27, 2013, 09:26:39 am**

Quote from: bulborbish on February 22, 2013, 10:53:41 pm

‘Aoshi’ Kanunib, “‘Aoshi’ Tiredrag”, Rocker

He is married to Feb Ringfin. He is an ardent worshipper of Moldath Granitecrest.

He is a citizen of The Rampart of Tours. He is a member of Bodythief the Void-Wraith. He is a former member of The Paints of Impunity. He is a former member of The Sienna Faith. He is a former member of The Doctrine of Crests. He arrived at Usanstakud Nazushmesthos on the 21st of Sandstone in the year 252.

He is one hundred fifty-four years old, born on the 1st of Granite in the year 98.

He is short and obese. His hair is dry. His very long sideburns are braided. His very long moustache is arranged in double braids. His medium-length beard is braided. His short hair is neatly combed. He has a broad chin. He has a clear voice. His slightly wide-set heliotrope eyes are round. His nose is upturned. His somewhat short head is extremely narrow. His quite sparse eyebrows are extremely long. His dark peach skin is wrinkled. His ears have small lobes. His hair is white.

He is very slow to heal.

‘Aoshi’ Kanunib likes jet, sterling silver, chrysoberyl, black bear bone, the color pearl and millstones. When possible, he prefers to consume mackerel, alpaca cheese and whip wine. He absolutely detests moon snails.

He has a natural inclination toward language and a sum of patience, but

.... Aoshi was so enthusiastic to get his hands on a pick and begin mining he jumped into another vessel, and I can't complain about the additional help inside the mines.

154 years? 154 YEARS!? I finally got away from The Void and I'm already dying of old age?! Brittle bones ready to break of slightest impact ja stiff joints slowing me down... This won't do. This won't do at all. Although suicide is not acceptable, accidents are. I swear there's going to be a cave-in soon! Ulborb will pay for this! HAHAAHAHAHA!!!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **The Mad Fool** on **February 27, 2013, 09:43:54 am**

[Quote from: GentlemanRaptor on February 26, 2013, 08:55:17 pm](#)

[Quote from: AnimaRytak on February 26, 2013, 08:31:50 pm](#)

My guess is he's gathering body parts and organs for his experiments.

Maybe skill with swords and daggers translates over into cutting up ~~victims~~ patients more easily.

Amusingly, he's a *Marksdwarf*, which gives me the mental image of him conducting ~~medical malpractice~~ an appendectomy from fifty paces with a crossbow.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **February 27, 2013, 01:17:15 pm**

Honestly, random crossbow-based surgical experimentation is probably a step up when it comes to Mad Fool's ethical practices.

Random urge rises: doesn't the game autogenerate raws for procedural critters like clowns? if so, doesn't it also store raws for their syndromes?

Someone should totally secretly modify something random, like duck puke or cat blood, to produce the blistering syndrome from DG1 and not tell anyone. Just like I had actually set up Hidden spike traps in random corridors linked to civilian-enabled pressure plates in other random corridors in hopes that I could later hear someone screeching "WHY DID DORF DIE!?" (I wound up not doing it!)

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **GentlemanRaptor** on **February 27, 2013, 03:44:52 pm**

[Quote from: The Mad Fool on February 27, 2013, 09:43:54 am](#)

Amusingly, he's a *Marksdwarf*, which gives me the mental image of him conducting ~~medical malpractice~~ an appendectomy from fifty paces with a crossbow.

Sigged.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **InZane** on **February 27, 2013, 04:14:16 pm**

I added myself to the dorfinator

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **OREOSOME** on **February 27, 2013, 04:14:23 pm**

[Quote from: The Mad Fool on February 27, 2013, 09:43:54 am](#)

[Quote from: GentlemanRaptor on February 26, 2013, 08:55:17 pm](#)

[Quote from: AnimaRytak on February 26, 2013, 08:31:50 pm](#)

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I once did that in D&D. With a bow. On a flaming demonic skeletal giant's eyes, even though it was a skeleton.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **The Mad Fool** on **February 27, 2013, 04:45:37 pm**

[Quote from: OREOSOME on February 27, 2013, 04:14:23 pm](#)

[Quote from: The Mad Fool on February 27, 2013, 09:43:54 am](#)

[Quote from: GentlemanRaptor on February 26, 2013, 08:55:17 pm](#)

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The skeleton had its appendix in its eyes? :o

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **OREOSOME** on **February 27, 2013, 04:47:01 pm**

[Quote from: The Mad Fool on February 27, 2013, 04:45:37 pm](#)

[Quote from: OREOSOME on February 27, 2013, 04:14:23 pm](#)

[Quote from: The Mad Fool on February 27, 2013, 09:43:54 am](#)

[Quote from: GentlemanRaptor on February 26, 2013, 08:55:17 pm](#)

[Quote from: AnimaRytak on February 26, 2013, 08:31:50 pm](#)

My guess is he's gathering body parts and organs for his experiments.

Maybe skill with swords and daggers translates over into cutting up ~~victims~~ patients more easily.

Amusingly, he's a *Marksdwarf*, which gives me the mental image of him conducting ~~medical malpractice~~ an appendectomy from fifty paces with a crossbow.

I once did that in D&D. With a bow. On a flaming demonic skeletal giant's eyes, even though it was a skeleton.

The skeleton had its appendix in its eyes? :o

Yes. It was a strange adventure.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **GentlemanRaptor** on **February 27, 2013, 05:30:46 pm**

[Quote from: OREOSOME on February 27, 2013, 04:47:01 pm](#)

[Quote from: The Mad Fool on February 27, 2013, 04:45:37 pm](#)

[Quote from: OREOSOME on February 27, 2013, 04:14:23 pm](#)

[Quote from: The Mad Fool on February 27, 2013, 09:43:54 am](#)

[Quote from: GentlemanRaptor on February 26, 2013, 08:55:17 pm](#)

[Quote from: AnimaRytak on February 26, 2013, 08:31:50 pm](#)

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I once did that in D&D. With a bow. On a flaming demonic skeletal giant's eyes, even though it was a skeleton.

The skeleton had its appendix in its eyes? :o

Yes. It was a strange adventure.

Do elaborate, please.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **SanDiego** on **February 27, 2013, 05:33:44 pm**

Or maybe don't. I still cherish my good night sleep.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Urist McDwarfFortress** on **February 28, 2013, 03:27:43 pm**

Quote from: SanDiego on February 27, 2013, 05:33:44 pm
Or maybe don't. I still cherish my good night sleep.
...says the guy whose avatar is a demon cat staring into your very soul.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Orange Wizard** on **February 28, 2013, 11:30:02 pm**

Quote from: Urist McDwarfFortress on February 28, 2013, 03:27:43 pm
Quote from: SanDiego on February 27, 2013, 05:33:44 pm
Or maybe don't. I still cherish my good night sleep.
...says the guy whose avatar is a demon cat staring into your very soul.
Yeah, but we do have *some* standards here on Bay12.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **March 01, 2013, 10:49:46 am**

Bay12 is the source of people who have:

Developed a process designed to automatically suffocate and capture one of the only deep-sea creatures that isn't murderous, violent, or both in order to harvest their bones for high-value knickknacks

Envisioned a supersoldier program involving forcing a child to fight for its life for twelve years in a small cell filled with biting animals, completing with a baptism by fire to burn off as much body fat as possible in order to create walking masses of scar tissue and bone and hate

Colonized Hell in order to grow devilishly-sweet sweet pods, defending it against all comers at massive cost of life and limb until every fantastic race on the planet was more or less extinct and finally feeding our world into the maw of a chaos god

"Standards."

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **SanDiego** on **March 01, 2013, 05:39:55 pm**

Quote from: Urist McDwarfFortress on February 28, 2013, 03:27:43 pm
Quote from: SanDiego on February 27, 2013, 05:33:44 pm
Or maybe don't. I still cherish my good night sleep.
...says the guy whose avatar is a demon cat staring into your very soul.
You mean Mr. Fluffy? Demon soul-suckung cats I can handle. Overly creative DM and band of players? Not so sure.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Jbg97** on **March 02, 2013, 12:48:31 am**

Quote from: SanDiego on March 01, 2013, 05:39:55 pm
Quote from: Urist McDwarfFortress on February 28, 2013, 03:27:43 pm
Quote from: SanDiego on February 27, 2013, 05:33:44 pm
Or maybe don't. I still cherish my good night sleep.
...says the guy whose avatar is a demon cat staring into your very soul.
You mean Mr. Fluffy? Demon soul-suckung cats I can handle. Overly creative DM and band of players? Not so sure.
Both go down just as easily when you've got a shotgun.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **bulborbish** on **March 02, 2013, 01:44:10 pm**

Hey Guys,

I should have a update up today, but I need to bow out of any further updates. Unexpected problems mean that I was only able to complete to Granite 2, 253. I'm working on getting the save re-zipped and uploaded.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **StLeibowitz** on **March 02, 2013, 03:36:20 pm**

Will anybody ever actually finish another turn?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Orange Wizard** on **March 02, 2013, 03:53:01 pm**

Quote from: StLeibowitz on March 02, 2013, 03:36:20 pm
Will anybody ever actually finish another turn?
I think the buckets have cursed us.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **March 02, 2013, 05:17:37 pm**

And we grow another man closer to the slaughter.

(Well, hopefully not at any rate, but considering how ugly my tenure was...)

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **bulborbish** on **March 02, 2013, 11:49:39 pm**

Moonstone 6, 252

We had our first death of the season.
The Stray Water Buffalo Calf <Tame> has starved to death.

I guess I should be happy that it wasn't one of the more valuable vessels, but I have a feeling that this is a omen for things to come.

Moonstone 13, 252

Well, Saint finally did it. After bugging me for an indeterminate amount of time, she actually chose two vessels, dragged them to the beacon, and retrieved both Raptor and Krosan from the abyss. I decided to re-assign them both to a Marksdwarf Squad for the time being.
Spoiler: Krosan II (click to show/hide)

"Krosan II" Konosdetes, Crossbowdwarf
♂
Eat
Novice Shield User
Novice Armor User
Novice Dodger
Great Fish Dissector
Great Fish Cleaner
Dabbling Grower
Great Fisherdwarf
Adequate Mechanic
Talented Persuader
Dabbling Negotiator
"Krosan II" Konosdetes, "Krosan II" Brassram", Crossbowdwarf
He is married to Momuz Nutrims.
He is a citizen of The Rampart of Tours. He is a member of Bodythief the Void-Wraith. He is a former member of The Walls of Ringing. He arrived at Usanatakud Nazushmesthos on the 26th of Malachite in the year 252.
He is eighty-one years old, born on the 1st of Granite in the year 171.
He is short. His sideburns are clean-shaven. His very long moustache is arranged in double braids. His very long beard is braided. His hair is clean-shaven. His broad short ears are eplayed out. His heliotrope eyes are round. His nose is upturned. He has a low, clear voice. His skin is peach. His ears have small lobes.
He is slow to tire.
"Krosan II" Konosdetes likes limestone, nickel, emerald, kangaroo leather, horse hoof, giant cave spider silk, the color ochre, crossbows and drums. When possible, he prefers to consume nautilus, prickly berry wine, reindeer's milk and rock nuts. He absolutely detests large roaches.
He has a great kinesthetic sense, an amazing memory and good intuition.
He doesn't handle stress well. He is assertive. He isn't given to flights of fancy. He has a good awareness of his own emotions. He is not straightforward when dealing with others. He is disorganized. He needs alcohol to get through the working day.
Spoiler: Raptor II (click to show/hide)

"Raptor II" Sakzulsarek, Mar
"Raptor II" Trumpetechoes"
Fish
Novice Shield User
Novice Armor User
Novice Dodger
Novice Fish Dissector
Novice Fish Cleaner
Novice Fisherdwarf
Great Bone Carver
Dabbling Persuader
Dabbling Negotiator
Adept Judge of Intent
Raptor II' Sakzulsarek, "Raptor II' Trumpetechoes", Marksdwarf
He is a citizen of The Rampart of Tours. He is a member of Bodythief the Void-Wraith. He is a former member of The Awe-Inspiring Papers. He arrived at Usanstakud Mazushmesthos on the 21st of Sandstone in the year 252.
He is seventy years old, born on the 1st of Granite in the year 182. He is short. His hair is dry. His long sideburns are neatly combed. His very long moustache is arranged in double braids. His very long beard is neatly combed. His medium-length hair is neatly combed. He has a broad chin. He has a low voice. His nose is upturned. His somewhat short head is extremely narrow. His slightly wide-set heliotrope eyes are round. His eyebrows are extremely short. His small-lobed ears are somewhat short. His hair is dark tan. His skin is pale chestnut.
He is agile and rarely sick, but he is remarkably flimsy.
"Raptor II" Sakzulsarek likes earthenware, lay pewter and tiger iron. When possible, he prefers to consume fire imp and gutter cruor. He absolutely detests large roaches.
He has very good focus, a good kinesthetic sense, willpower and an ability to read emotions fairly well, but he has poor analytical abilities and poor spatial senses.
He rarely feels discouraged. He enjoys the company of others. He is open-minded to new ideas. He prefers stability and security to ambiguity and

We also had our second death this sad winter.
[The Stray Yak Calf <lame> has starved to death.
Though I must say, this one tastes significantly better, so probably good for everyone.

Moonstone 15, 252

We finished trading today with the merchants. Among our spoils was a significant amount of cheese and ale, some meat, and plump helmets. I also got a wheelbarrow, steel shield, and what seeds I thought we needed. I've detailed below the new stockpile numbers assembled by AnimeRaytak after the trade.

Food Stores: 1421
Meat 101 Seeds 158
Fish 24 Drink 528
Plant 265 Other 345

I am sure to get some more rum to satisfy the endless need of Saint. She deserves it after restoring the military (Though I disagree with the number of vessels serving openly)

Moonstone 16, 252

I walked into my quarters to discover that Malach had engraved a masterpiece.

"Malach" Abodzulban has engraved a masterpiece!
Uthirbon, "The Searing Home"

Engraved on the floor is a masterfully designed image of 'Scaliper' Craftwane the dwarf and a water buffalo by 'Malach' Abodzulban. 'Scaliper' Craftwane is embracing the water buffalo.

Personally, I see it as a final omen. Something will happen to Scaliper, and one day he will face a fate similar to that water buffalo earlier. I need to be careful.

Moonstone 19, 252

The merchants from Dishmab Sigun have embarked on their journey.

The merchants from the mountainhome are now departing. Hopefully next year they can provide plenty of resources to aid the military.

Opal 20, 252

The Last month has been uneventful for the most part. I thought I should write that we have had a new vessel enter the world, though they are unsuitable right now for possession. I, of course, congratulated Thaddeus for granting the Fortress this boon.

"Thaddeus" Athamas, The Fail Saint has given birth to a girl.

Obsidian 3, 252

"Xaren" Melbilgidthur, Runesmith has given birth to a boy.

Xaren, not to be outdone by Thaddeus, has produced another vessel. It is satisfying that we have some sort of population growth. It seems that the Curse was all in my imagination (or we void creatures are immune to such petty actions). If it exists, it hit the orphan that we don't care about from Raptor's last vessel:

Melbil Oltarusan, Dwarven Baby has died of thirst.

Obsidian 12, 252

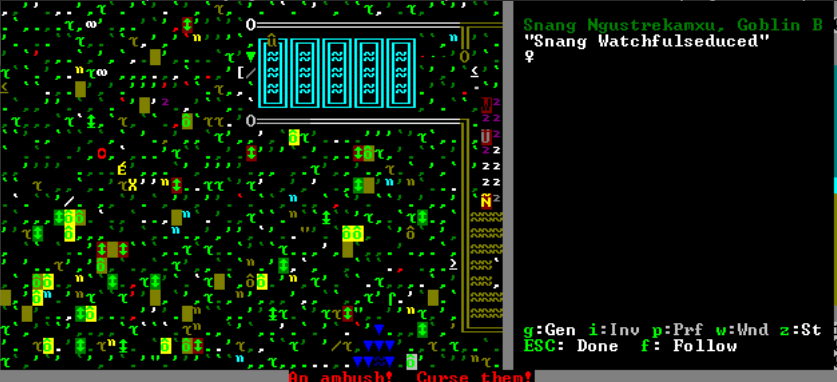
A vessel became a recluse from society today, and I don't expect him to do very well. It took me a moment to determine that he needed a leatherwork workshop, and I don't even know if we have leather to give him.

Fikod Kashenerith, Leatherworker withdraws from society...

Obsidian 26, 252

OH VOID,

I was attacked by two ninja goblin marksman today, as I went out to see the progress of my massive deforestation plan. I've recreated the scene below.



You can see them, right?

I've taken cover inside my quarters and ordered the military to deal with this menace. Hopefully they can solve the problem soon.

Granite 2, 253

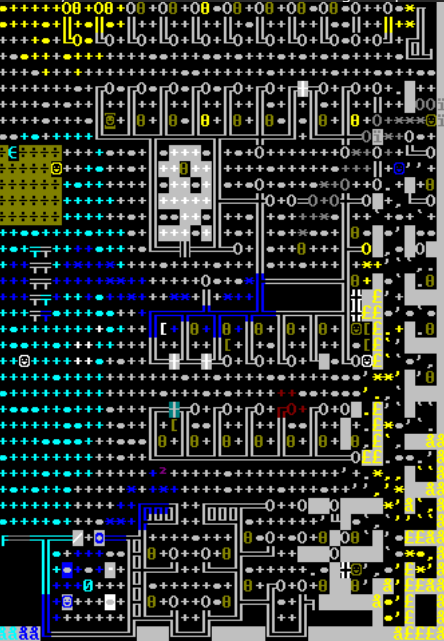
I can't leave my quarters yet, I KNOW that they're still out there, waiting to assassinate my genius. We were fortunate in that it only slew a military squad vessel and her useless baby vessel.

I've left some notes in this journal, and soon plan to decide my new shadow ruler for Murdermachines. I have details on the current stock and population below.

| | | | |
|------------------|---------|------------------|------|
| Created Wealth: | 176494* | Population: | 61 |
| Weapons: | 318* | | |
| Armor and Garb: | None | Miners | 2 |
| Furniture: | 36615* | Woodworkers | 5 |
| Other Objects: | 36515* | Stoneworkers | 3 |
| Architecture: | 58269* | Rangers | 1 |
| Displayed: | 44777* | Metalsmiths | 7 |
| Held/Worn: | None | Jewelers | 1 |
| | | Craftsdwarves | 14 |
| Imported Wealth: | 61808* | Nobles/Admins | 2 |
| Exported Wealth: | 4698* | Peasants | None |
| | | Dwarven Children | 3 |
| | | Fishery Workers | 1 |
| | | Farmers | 16 |
| | | Engineers | None |
| | | Trained Animals | None |
| | | Other Animals | 27 |
| | | | |
| | | Axedwarves | 3 |
| | | Axe Lords | None |
| | | Swordsdwarves | None |
| | | Swordmasters | None |
| | | Macedwarves | None |
| | | Mace Lords | None |
| | | Hammerdwarves | None |
| | | Hammer Lords | None |
| | | Spearwarves | 1 |
| | | Spearmasters | None |
| | | Markdwarves | 2 |
| | | Elite Markdwars | None |
| | | Wrestlers | None |
| | | Elite Wrestlers | None |
| | | Recruit/Others | None |

on this note, we are fine. The amount of Booze we have is more than enough to last us a year

Further, I've left a sketch of the Housing complex below



Remember my inheritor: every one of those rooms needs a beds and doors.

Finally, I remind those who inherit to build the military to the greatest force we have. I feel that some great evil is coming.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **March 03, 2013, 12:59:55 am**

I'm married!? :o

Poor woman.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Orange Wizard** on **March 03, 2013, 02:16:10 am**

[Quote from: bulborbish on March 02, 2013, 11:49:39 pm](#)
Finally, I remind those who inherit to build the military to the greatest force we have. I feel that some great evil is coming.

DUN Dun dun!

the buckets are coming! the buckets are coming!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Viasi** on **March 03, 2013, 06:52:16 am**

This message is hidden among the engravings scattered along the walls and floors of Murdermachines. Hidden from the mere dwarven eye, it will endure all but the hammer of Armok himself.

The Void calls me Malach.
I remember the day my brethren returned me to the world of the living.

[Limestone 7, Year 252]

Without a mind left to guide the dwarf's body, it became mine.

But his memories did not leave.
And neither did his feelings.

His knowledge floods my mind and inspires me to create art I do not understand.

[Limestone 12, Year 252]

I saw his wife.
His remains still have feelings for her which I can not control.
But this fortress is small.
Avoiding her is impossible.

[Moonstone 16, 252]

Something is scratching at the edge of my mind.
I can't tell the others.

...

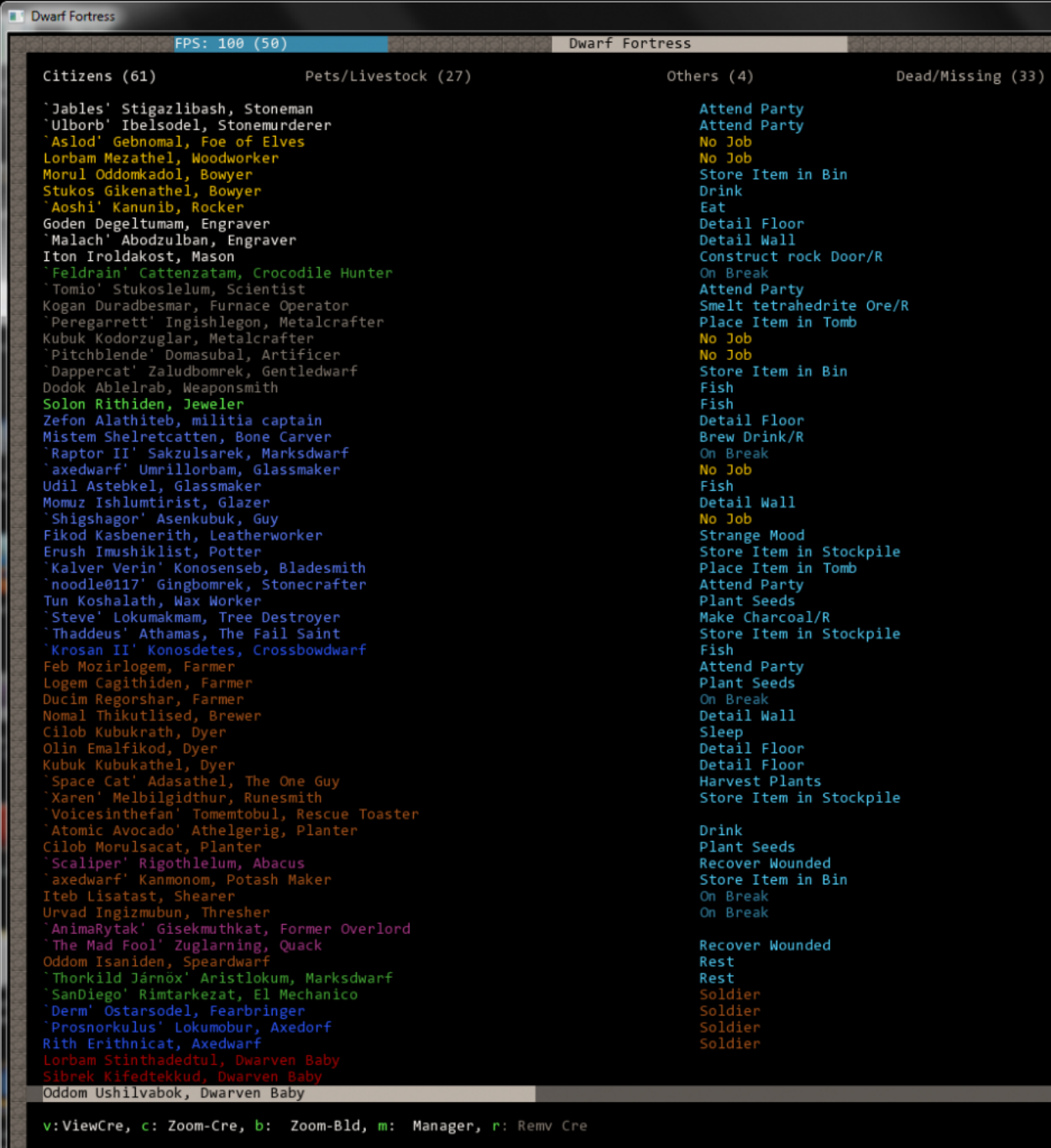
Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **MrGrau** on **March 03, 2013, 07:07:31 am**

The spreadsheet says I've been dwarfed, could I get a quick update on my guy, and if possible, a screenshot of my bio?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **slowpokez** on **March 03, 2013, 07:42:29 am**

Ok...I just started up the save. Looked around for my dorf. Found him standing in a pool of blood all covered in bruises surrounded by three dead goblins... According to the reports it was quite an even fight, Prosorkulus took a few good hits to the head but seems all right. Why would you hand me a save in the middle of a goblin ambush :C Let's hope I know how to close the gates.

Anyone missing?
[Spoiler](#) (click to show/hide)



Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Dermonster** on **March 03, 2013, 08:08:38 am**

Am I still the head honcho of the millitary?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **NRDL** on **March 03, 2013, 08:11:40 am**

How about my dorf? I can't remember if he's in the military, or not.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Aseaheru** on **March 03, 2013, 08:13:00 am**

I think im missing.
there is a list on the first page.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **slowpokez** on **March 03, 2013, 08:17:37 am**

Quote from: Aseaheru on March 03, 2013, 08:13:00 am

I think Im missing.
there is a list on the first page.

I skipped a turn so I wouldn't have to do all this :'(

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **TheFlame52** on **March 03, 2013, 08:24:09 am**

I'm also missing.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **bulborbish** on **March 03, 2013, 10:03:24 am**

Slowpokez, all you have to do is dorf one or two oer update, you really can't do anything about the gradual additions.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **Wastedlabor** on **March 03, 2013, 10:25:15 am**

Yay, Dappercat is still alive.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **InZane** on **March 03, 2013, 12:20:31 pm**

Not Dorfd

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **Teh_Idort** on **March 03, 2013, 06:03:18 pm**

OH GOD, WHERE'S DORTIMUS THE ABORTIONIST.

OH GOD.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **kefkakrazy** on **March 04, 2013, 12:32:02 pm**

I'll update the dorflist later this evening based on that screenshot, Slowpokez.

Aside from that, yeah, I wouldn't worry about meticulously documenting every aspect of the dorfination and ensuring that everything is up to code. This is DF after all; pick a couple guys who need bodies when you do an update, drop 'em in, and either mark it on the dorfinator or post their names so I can do it. If someone dies either update the dorfinator or call it out; I don't mind at all to update the list with dead status and cause of death if you just make sure it's part of the update.

I hadn't intended on the dorfinator to be *intimidating!* Sorry bro.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **AutoScribe** on **March 04, 2013, 12:40:57 pm**

Dwarven logistics are worse than Imperial logistics. You stubby bastards just have the excuse of booze to justify your incompetence.

Edit: Don't beat yourself up over it. Just take ten minutes in the last-ish month to get the dorfings done.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **StLeibowitz** on **March 04, 2013, 04:53:40 pm**

God dammit, they got me. Did I die with honor befitting a Templar, at least?

Spoiler (click to show/hide)

Redorf me as a *male* next time, please. I'm not sure if it's luck or some kind of interfortress conspiracy, but I always get the woman - and not in the fun manner, either!

Oh, and I would also like to return to active duty in the militia. Damn Goblins...I will see one hurled from the sacrificial spire before this fort is through!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **kefkakrazy** on **March 04, 2013, 05:15:29 pm**

Something odd has gone on with the dorfs in this fort. I think Terry's been mucking with it; several dorfs, including Cassatheru, Prosnorkulus, and Saint, have all either been lost or been renamed accidentally.

Here's some names that I found on the list which don't appear to be on the Dorfinator as well. (axedwarf is used twice as a nickname rather than a profession, I'm wondering if one of these wasn't Prosnorkulus)

'axedwarf' (x2)
'Kalver Verin'
'Atomic Avocado' (yes I recognize the name, he just wasn't on the dorfinator)
Thorkild

I've updated the status of *all* names on the Dorfinator to be either "alive" or "undorfed" except in cases where we know we've had fatalities. I've also set up a sort so that it would automatically sort out living dwarves from dead/undorfed ones; founding members of the fort (the initial 7) are in ***bold italics*** for convenience. As of this moment, 5:16 EST, the dorfinator is *current* based on Slowpokez's screencaps.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **StLeibowitz** on **March 04, 2013, 08:30:22 pm**

Oh, the two "axedwarf"s were relics from my reign. I scan through immigrants for skills and nickname them based on where I want to put them. I think those two fellers were intended for a third military squad, actually. They're just average Urists, not forumer dorfs.

EDIT: Wait, I was eaten by Terry? Dammit, how do I even avenge that?

MORE EDIT: Can I sign up for another turn?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **kefkakrazy** on **March 04, 2013, 08:52:02 pm**

Well then I have no clue. Either several dorfs, including 3 of the starting 7, got killed off-camera... or Terry *ate* them.

I may open up a copy of the save and try to investigate, because this is genuinely confusing. Slowpokez, are they on the dead list?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **Orange Wizard** on **March 04, 2013, 11:33:00 pm**

Terry has certainly had a hand in this.
I mean, buckets, dwarf-geese, random renamings, human-kobolds... the list goes on.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **slowpokez** on **March 05, 2013, 11:19:17 am**

-We were fortunate in that it only slew a military squad vessel and her useless baby vessel.
Really?
In other words- They just killed Saint one of the previous overseer and the wife of the "soon to be overseer" aswell as their only son...
Fortunate...

Once the bloodshed was over the hills of Murdermachines went silent for a few moments, as if the land itself was mourning the horrible deed. But the invaders did not even get a chance to celebrate their victory because as quickly as the almost serene atmosphere had arrived it was instantly crushed by the roar of a single dwarf charging towards a certain death. Some say that it is difficult to differentiate between bravery and stupidity but I'd rather believe that they are one and the same, it all depends on the outcome. What drove the lone dwarf to act that day we may never know- Was it rage, a deathwish or perhaps fate? I guess in hindsight things like motivations or reasons doesn't matter as history will remain the same whether one is a hero blessed with the will of Armok or a rampaging lunatic. The dwarf infront of them might've been a menacing sight for a lone goblin- bigger then most and with a desperate look on the verge of madness. But there was three of them, what could he possibly do? They grasped their filthy weapons firmly and assumed position to deal with the incoming threat. A moment of anticipation before copper struck iron, wills clashed and more blood spilled out over the the dense patches of sawgrass. The dwarf fought with the strength of a madman more resemealing a threatened animal then the axe-wielding warrior he still was but his valiant struggle did not matter as the greenskins with their superiority in numbers managed to crush his foot and force him down on the ground. This is the point were one would think the story would come to an end, the expressions upon the goblins faces had already turned from a state of battle hardened focus into big grins of malice. It seemed as if they had won yet another battle, the victory was within their grasp...all they had to do was to reach out and grab it. There was a moment of hesitation, not because they felt pity for him nor because they were afraid. Simply because they felt such satisfaction looking down upon their defeated foe as he took his last trembling breaths. Just as the final blow was about to be delivered Prosnorkulus rekindled his will to fight and rose to his feet, the goblins what caught by surprise and as the their enemy now towered up above them they were put in a state of chock by the ferocity of the axedwarf. Slaughter commenced and the ambushers soon found themselves being mutilated much like they had mutilated their victims, perhaps one would call it justice? Justice can be a cruel thing.
Spoiler (click to show/hide)



```
FPS: 100 (49) The Kills of 'Prosnoorkulus' Lokumobur, 'Prosnoorkulus' Spearhero', Axedorf

Three Kills

Aslot Scarmaligned the goblin d 253
Snang Watchfulseduced the goblin d 253
Bax Cresthorror the goblin d 253
```

After the fight was over the dwarf dropped down his knees in a pool of blood which origin was impossible to deduce. The rest of the goblins who were scattered across the area took their leave and soon the other dwarves began emerging from their hole, everyone but the overseer who was still hiding in a dark chamber somewhere. Prosnorkulus was met as a hero and for his deeds the axewielding dwarf was given the ill-fitting name Spearhero, it seems that stupidity might be a shield against insanity as the members of Murdermachines who aren't mad are clearly retarded. During the feast that came upon the following day much was said about Prosnorkulus heroic acts but even that discussion was outshone by complaints over the previous overseers cowardice. Even though Prosnorkulus did not attend the feast he was elected overseer, but there was not many objections as the dwarves of Murdemachins were still drunk off the intoxicating fumes of victory(and rum). Meanwhile Prosnorkulus is going insane from grief but not a single tear is shed as his simple mind could never comprehend emotions to such an extent that it would trigger a sensible reaction, instead he tackles this new and confusing feeling in the only way he can think of...fistfighting

Spoiler (click to show/hide)

```
FPS: 100 (44) Prosnorkulus' Lokumobur, 'Prosnoorkulus' Spearhero', Axedorf

Prosnoorkulus Lokumobur has been very unhappy lately. He was enraged by long patrol duty lately. He has lost a spouse to tragedy recently. He has lost a child to tragedy recently. He has complained of hunger lately. He received water recently. He slept in a great bedroom recently. He has complained of thirst lately. He has witnessed death. He took joy in slaughter lately. He was caught in the rain recently. He has complained of the lack of chairs lately. He is married to Logem Workcatches and has one child: Bömrek Reclusewhips. He is a citizen of The Rampart of Tours. He is a member of Bodythief the Void=Hraith. He is a former member of The Halls of Riagiag. He is an enemy of Shlimbus. He is an enemy of The Midnight of Standards. He arrived at Usanstkud Nazushmestthos on the 1st of Malachite in the year 251. He is eighty=six years old. born on the 1st of Granite in the year 167. His skull is bruised.

Prosnoorkulus' Lokumobur, Axedorf
Prosnoorkulus' Spearhero
Throwing a tantrum!

Starting Fist Fight
Proficient Axedwarf
Novice Shield User (Rusty)
Novice Arrow User
Adequate Siege Operator (Rusty)
Competent Fighter
Dabbling Wrestler
Dabbling Biter
Dabbling Striker
Dabbling Kicker
Novice Dodger
```

This goes on for quite a while before he is calmed down by his old sparring partner Derm.
Week 1 end.

List.
1.This dwarf is an idiot-
Spoiler (click to show/hide)

```
The Goblin Thief charges at The Weaponsmith!
The Goblin Thief slashes The Weaponsmith in the upper body with her
({large silver dagger}), bruising the fat through the (emu leather
cloak)!
The Goblin Thief collides with The Weaponsmith!
The Weaponsmith is knocked over!
The Goblin Thief slashes The Weaponsmith in the upper body with her
({large silver dagger}), bruising the muscle and bruising the right lung
through the (emu leather cloak)!
➔The Weaponsmith is no longer stunned.
```

Everyone else managed to walk right past her but you just had to go and fuck things up, eh?
Gladly he died later.

2.No more babies pls!
Spoiler (click to show/hide)

```
Dwarf Fortress

Page 34/34 FPS: 100 (49)

'Aoshi' Kanunib, Rocker cancels Give Water: Need empty bucket.
It has started raining.
'Shigshagor' Asenkubuk, Guy cancels Give Water: Need empty bucket.
'Prosnoorkulus' Lokumobur, Axedorf is throwing a tantrum!
Rith Erithnicat, Axedwarf cancels Pickup Equipment: Equipment mismatch.
'Tomio' Stukosielum, Scientist cancels Store Item in Stockpile: Job item
misplaced.
Rith Erithnicat has become a Milker.
'The Mad Fool' Zuglarning, Quack cancels Give Water: Need empty bucket.
➔'Pregarrett' Ingishlegon, Metalcrafter has given birth to a girl.
'Pregarrett' Ingishlegon, Metalcrafter cancels Store Item in Stockpile:
Seeking Infant.
```

PLS STAHP!

3.Who the fuck organized this militia!? >90% of the military is made up from civilians while all our soldiers are off on milking duty or something! I wish a bucket would just come take me a away to a far away place where I don't have deal with shit like this.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **March 05, 2013, 12:00:23 pm**

Oh, so it WAS the goblin ambush that got Saint.

While sad, this is actually good news, because it means that Saint was eaten by goblins, not by Terry.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AutoScribe** on **March 05, 2013, 12:58:18 pm**

Are you kidding? (The dwarf version of) Saint was a jackass. Monsters, I can deal with. But JACKASSES... That bastard drank my milk, and for that, I will take vengeance.
OOC: But seriously, look at that one comic. Saint's an apathetic bastard in those pics. And he's human!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **slowpokez** on **March 05, 2013, 01:09:37 pm**

Quote from: AutoScribe on March 05, 2013, 12:58:18 pm
Are you kidding? (The dwarf version of) Saint was a jackass. Monsters, I can deal with. But JACKASSES... That bastard drank my milk, and for that, I will take vengeance.
OOC: But seriously, look at that one comic. Saint's an apathetic bastard in those pics. And he's human!

I guess you're new around here xD
1. You probably have Prosnorkulus and Saint mixed up.
2. You didn't get the Prosnorkulus reference. <http://www.newgrounds.com/portal/view/608680> (<http://www.newgrounds.com/portal/view/608680>)
The first movie is good but the second one is pure gold, simply unbeatable. The uncrowned king amongst animations.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **StLeibowitz** on **March 05, 2013, 05:04:39 pm**

...I was a *guy*?

Re: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
 Sent by: kefkakrazy on **March 05, 2013, 07:40:50 pm**

Watched Prosnorkulus 2... Wasn't bad.
Not the greatest flash animation I've ever seen, but enjoyable!

Re: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
 Sent by: **Mortis** on **March 06, 2013, 03:31:57 am**

Hi
Loved these two fortresses, so can you sign me up for a turn and dorfing please?
Name: Mortis
Profession name: know it all
Can I be dorfed as bookkeeper or broker please? Or a miner if they're not available.
Thanks!

Re: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
 Sent by: **Yuli Viasi** on **March 06, 2013, 08:12:17 am**

Quote

Not the greatest flash animation I've ever se-

- some random guy one second before his head explodes into gore

My turn is (slowly) coming closer and I'm not sure what I'm going to do. Any ideas? I'll also have a look into the save again, maybe I will find something on my own. I updated Malach's 'journal entry' because it sounded silly to me.

Re: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
 Sent by: **GentlemanRaptor** on **March 06, 2013, 10:27:18 am**

Quote from: Yuli Vlasi on March 06, 2013, 08:12:17 am

Quote

Not the greatest flash animation I've ever se-

- some random guy one second before his head explodes into gore

My turn is (slowly) coming closer and I'm not sure what I'm going to do. Any ideas? I'll also have a look into the save again, maybe I will find something on my own.

I updated Malach's 'journal entry' because it sounded silly to me.

Right. Well, I call dibs on building mad !!SCIENCE!! chambers deep beneath the fortress when my turn comes. Maybe try and get a system of defenses up and running?

Re: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)
 Posted by: kefkakrazy on March 06, 2013, 11:47:18 am

Quote from: Mortis on March 06, 2013, 03:31:57 am

Hi
Loved these two fortresses, so can you sign me up for a turn and dorfing please?
Name: Mortis
Profession name: know it all
Can I be dorfed as bookkeeper or broker please? Or a miner if they're not available.
Thanks!

Hey, Mortis, check the first page of the topic. There's a link to a spreadsheet where you can add your dorf request.

Re: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
 Posted by: **slowpokez** on **March 06, 2013, 12:17:45 pm**

Aren't the voidspawn a bit op?
Just had a single snacher only wielding a silkbag fight our entire military on even footing :P

Re: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
 Posted by: **AnimaRytak** on **March 06, 2013, 12:44:12 pm**

Quote from: [slowpokez](#) on March 06, 2013, 12:17:45 pm

Aren't the voidspawn a bit op?
Just had a single snacher only wielding a silkbag fight our entire military on even footing :P

Whats Deathgate without a challenge?

Re: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
 Sent by: **AnimaRytak** on **March 06, 2013, 12:59:38 pm**

I went through and updated the turn list. Turns out I've missed a few. Sorry bout dropping the ball on that!

Re: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)
Sent by: Teh_Idort on March 06, 2013, 02:17:17 pm

Quote from: [slowpokez](#) on March 06, 2013, 12:17:45 pm

Aren't the voidspawn a bit op?
Just had a single snacher only wielding a silkbag fight our entire military on even footing :P

Slowpokezzzzzzzzzzzzzzzzzzzzzzzzzz Is Dortimus anywhere to be seen? I'm almost depressed that my abortionist is unable to slay more females before his inevitable death.

Did we revert a save somewhere that wiped him out? I just, I just don't even know.

Re: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
 Posted by: **slowpokez** on **March 06, 2013, 02:23:46 pm**

Quote from: Teh Idort on March 06, 2013, 02:17:17 pm

Quote from: slowpokez on March 06, 2013, 12:17:45 pm

Aren't the voidspawn a bit op?
Just had a single snacher only wielding a silkbag fight our entire military on even footing :P

Slowpokezzzzzzzzzzzzzzzzzzzzzzzzzzzz Is Dortimus anywhere to be seen? I'm almost depressed that my abortionist is unable to slay more females before his inevitable death.

Did we revert a save somewhere that wiped him out? I just, I just don't even know.

Still around. :D There is a bug where people lose their nickname as they are given an extended title. Think that's why Prosnorkulus lost his nickname as he was given the title "Spearhero".

Quote from: AnimaRytak on March 06, 2013, 12:44:12 pm

Quote from: slowpokez on March 06, 2013, 12:17:45 pm

Aren't the voidspawn a bit op?

Just had a single snacher only wielding a silkbag fight our entire military on even footing :P

Whats Deathgate without a challenge?

I don't mind a challenge but...I don't wanna be beaten with a silk sack. Closing all the gates and hiding for the rest of my turn:-[, can't handle this stuff without a thrustworthy military. :P

Re: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)
Sent by: kefkakrazy on March 06, 2013, 02:38:05 pm

Methinks that Murdermachines is going to need to lay out a completely stupid amount of exterior deathdealeage.

Do ballistas hurt any more? I mean, I know we had that bit with the Paindeer surviving, but are ballistas worth firing any longer? If so, THE ENTIRE MAP MUST HAVE A MASSIVE BALLISTA BATTERY. ALL CIVILIANS TO THE BARRICADES! FIRE AT WILL!

Re: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
 Posted by: **The Mad Fool** on **March 06, 2013, 02:43:27 pm**

There needs to be a way to load a ballista with 100 crossbow bolts and then fire them, causing them all to shatter and crash through the air as a cloud of splinters.

Then we tame a troll and give it to him as a handheld weapon.

Re: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
 Sent by: **Teh_Idort** on **March 06, 2013, 03:14:34 pm**

[Quote from: slowpokez on March 06, 2013, 02:23:46 pm](#)

[Quote from: Teh Idort on March 06, 2013, 02:17:17 pm](#)

[Quote from: slowpokez on March 06, 2013, 12:17:45 pm](#)

Aren't the volds spawn a bit op?

Just had a single snacher only wielding a silkbag fight our entire military on even footing :P

Slowpokez???????????????????????????????????? Is Dortimus anywhere to be seen? I'm almost depressed that my abortionist is unable to slay more females before his inevitable death.

Did we revert a save somewhere that wiped him out? I just, I just don't even know.

Still around. :D There is a bug where people lose their nickname as they are given an extended title. Think that's why Prosnorkulus lost his nickname as he was given the title "Spearhero".

Shiet, I have a nickname now? What is it?

[illegible]

den trol get too wer poynti hat

Dis mad mee ekshale fastur.
Oh god, I have to play Oblivion now.

Aaaaaand thoroughly disturbed now. I guess I haven't been on this forum long enough, have I?

Quote from: AutoScribe on March 07, 2013, 03:16:52 pm

Aaaaaand thoroughly disturbed now. I guess I haven't been on this forum long enough, have I?

Nope.

Quote from: Teh Idiot on March 07, 2013, 01:04:52 pm

Quote from: Yuli Vlas on March 07, 2013, 11:21:05 am

Quote from: The Mad Fool on March 06, 2013, 02:43:27 pm

There needs to be a way to load a ballista with 100 crossbow bolts and then fire them, causing them all to shatter and crash through the air as a cloud of splinters.

Then we tame a troll and give it to him as a handheld weapon.

[illegible]

I'm not entirely certain that you've caught the original reference TMF was making...

Detritus, right?

Quote from: den
Detritus, right?

Yup. And his Piecemaker. :)

Quote from: The Mad Fool on March 07, 2013, 04:31:59 pm
Quote from: dermonster on March 07, 2013, 04:11:21 pm
Detritus, right?
Yup. And his Piecemaker. :)

We are just going to have to adapt by setting up a 100-dorf ballista battery, then.

DEFOREST THE WORLD FOR AMMO

Quote from: kefkakrazy on March 07, 2013, 04:39:57 pm

Quote from: The Mad Fool on March 07, 2013, 04:31:59 pm

Quote from: dermonster on March 07, 2013, 04:11:21 pm

Detritus, right?

Yup. And his Piecemaker. :)

We are just going to have to adapt by setting up a 100-dorf ballista battery, then

DEFOREST THE WORLD FOR AMMO

Then, when the elves get pissed, we can *kill them with the very trees they hold so dear!*

Part II -The Silkbag

Migrants, migrants and yet more migrants. Where do they all come from!? Why is there so many migrants!? Seems like there is another wave every month...sigh...
And not to talk about all the freaking children, such a useless waste of fine booze...
I could make update after update on all the fucking migrants but I guess this sums it up pretty well...
Ah well, otherwise things are proceeding fairly smoothly, miners are mining and masons are building and so forth. Even manage to get our pityful military into decent shape, think I got all soldiers dwarfed.
Things were going eerily well...

Wtf is that thing!? A voidspawn? Well at least it appears to be unarmed but for a single silkbag, guess it's here to snatch children like the buckets. I decided not to take any risks as my knowledge of there creatures were limited to say the least, the entire military force of Murdermachines were sent into battle. At this point I still felt as if I was on top of the situation... But then...the killing began. Before the military managed to reach it's target it had already started killing heaps of innocent civilians, beating them to death with a sack woven out of the softest of silk. The entire situation was just absurd...

[Spoiler](#) (click to show/hide)

planned on drawing this but then I realised that I've got no idea what a voidspawn look like 😊
 Finally after what felt like an eternity the soldiers finally showed up, the ground was all ready littered with corpses so they were forced to march over the bodies of their fallen freinds. How would the creature react? Would it run...or fight? As a good dozen warriors threw themself at the sackwielder the crossbowdwarf assumed position upon the fortress walls. Victory was mine.
 But the creature did not fall...nor did it flee the field. Instead it raised it's bloodcovered bag and faced my hoardes of proud dwarves. Before I knew it soldier after soldier fell to it's neverending hatred, I tried to organize them to give them a further edge upon the advantages of numbers and gear which they already possessed. But to no avail...
 When the beast finally drew it's last breath it did not fall upon the ground but the piles of dead dwarves whom had lost their lives in the fight. I was wrong to call it a victory...today was a of grief.

But the our sad story does not end there, the overseer Prosnorkulus had now not only lost his family but also his only friend. The bloodspill had not yet ended. The leader, the hero the legend had reached his limit. No longer could he accept the bitter fate of this harsh world. The death of Derm made him do the unthinkable...it drove him to take his life.

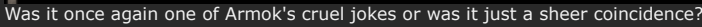
However a leader is always a leader. Even in death. On that day many others followed his example...amongst them one of Murdermachines proudest warriors- Dortimus.

The recent events had not only crushed the outposts military might but also it's spirit and leadership. The residents of the fort whom had survived could not move on, their souls were lost and their hearts were broken. Even though they had given up on the present they still had a sliver of hope for the future...

They sealed off the fort to one day be reopened upon the arrival of a new leader which could once again guide them onto the path of tomorrow.

They had no connection to the outside world and as sad as that might seem it might've been a fateful stroke of luck. For not many days after the closing of Murdermachines gate dark horrors emerged on the horizon and soon the land was filled with greenskins aswell as voidspawns.

Seven days after the events that had cost Murdermachines it's life and it's pride the smith Tomio made an artifact. [Spoiler \(click to show/hide\)](#)



Part III -Delusional ramblings

Uhhh....During the second part of my turn I was high is fuck so the gamenotes were...lacking to say the least. I'll write down what I can salvage from this list of nonsense-

Liason getting fucked by voidspawn. Traders getting fucked by Voidspawn. Hamstermen getting fucked by voidspawn. Migrants getting fucked by voidspawn. Everyone getting fucked by Voidspawn.

Some problems with logistics- made nest boxes instead of pots. Blame voidspawn distractions

Iron spear artifact.
The end.

I'm sorry about the pityful state my turn ended up in but I wish the next overseer the best of luck.
http://dff.d.wimbli.com/file.php?id=7461 (http://dff.d.wimbli.com/file.php?id=7461)
Spoiler (click to show/hide)



Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **March 07, 2013, 07:34:47 pm**

A voidspawn *snatcher* beat half our military to death with a leather freaking bag, then the other half of the military suicided?

Jejeeeeebus.

Those who died, if you note your dorf dead I encourage you to note cause of death and mark yourself to be redorfed.

Also, Anima, what the frack have you done.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Urist McDwarfFortress** on **March 07, 2013, 07:39:57 pm**

Quote from: kefkakrazy on March 07, 2013, 07:34:47 pm
A voidspawn *snatcher* beat half our military to death with a leather freaking bag?

No no no! Don't be silly. It was a *silk* bag!

Wow! Those guys sound pretty mean. We're definitely going to need that ballista battery! :P

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **March 07, 2013, 07:54:37 pm**

I've grabbed a copy of the save so I could check off some names on the dead list. Prosnorkulus, Space Cat, Derm, SanDiego, Dortimus, Krosan II (!!!) and Thorkild are all among the slain.

Also, for whichever poor bastard is up for a turn right now, there are several animals about to starve to death if not pastured immediately.

I lean back and watch, now...

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Wastedlabor** on **March 07, 2013, 08:00:39 pm**

Quote from: slowpokez on March 07, 2013, 07:15:39 pm
Have to cancel construction as dappercat decides to sleep on the roof together with his Peacock

Clearly the safest place, considering. :3

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Teh_Idort** on **March 07, 2013, 08:07:23 pm**

Hey, Set me up as the artillery commander.

Alternatively, create the housing chambers for children and create me as an insane child soldier whom was stuck in a cage with a dog for 12 years of my life.

Both are acceptable

(Bonus points if you make me a vampire in said chamber, for maximum insanity/)

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **March 07, 2013, 08:11:18 pm**

Also, word of warning: there may be more voidspawn lurking, abandoning the fort on my save resulted in the "strength broken" message...

Oh god the voidspawn wasn't even WIELDING the bag. No, he killed all these dwarves with a donkey-slapping sheep wool shoe. His first kill was barehanded though, I think he stole some poor bastard's shoe and cloak and used them as weapons of murder.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Gentlefish** on **March 07, 2013, 08:12:54 pm**

It's me, isn't it? Hoo boy. I'll be able to pick this thing up tomorrow maybe. I know I will be able to on Saturday, for sure - pump out a few hour's worth of gameplay. I'm, quite frankly, terrified of this fort right now. I won't even be able to check the thing until my next play, haha...ha. ha. ohArmokhelpme.

Voidspawn's are getting a shiny deathtrap. Do they drown? If not, I'll just submerge them in a minecart grinder. They're gonna get the works.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **March 07, 2013, 08:17:15 pm**

...Lashidang got snatched in winter 252. Interesting.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **The Mad Fool** on **March 07, 2013, 08:26:40 pm**

Yay! The Mad Fool yet lives! Which just goes to show that while hilarity does ensue in this fort, justice doesn't.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Mr Space Cat** on **March 07, 2013, 08:57:23 pm**

When we get our first voidspawn siege, I say we nuke the fort from orbit, it's the only way to be sure.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **March 07, 2013, 09:54:28 pm**

Pretty much. That one snatcher murdered a dwarf with his bare hands, one with a cloak, and eleven more with a cloth shoe, killed five animals, and left several dwarves melancholy and suicidal including the mighty Prosnorkulus.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Orange Wizard** on **March 07, 2013, 10:40:17 pm**

The fortress has really gone downhill since my tenure.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **gunpowderteas** on **March 08, 2013, 05:32:11 am**

Quote from: [InsanityIncarnate](#) on [March 07, 2013, 10:40:17 pm](#)

The fortress has really gone downhill since my tenure.

Sounds like normal to me. The only way the fort knows is downhill. And that's only a regular DF fort...

Can I be added to the overseer list (assuming the fort will survive that long...)?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **SanDiego** on **March 08, 2013, 06:51:14 am**

Quote from: [InsanityIncarnate](#) on [March 07, 2013, 10:40:17 pm](#)

The fortress has really gone downhill since my tenure.

I don't think, there is any other direction this fortress can go.

Also, beaten to death by a *freaking silkbag*? I thought these things didn't happen since the times of spinning xXPig tail socksXx.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Viasi** on **March 08, 2013, 08:37:26 am**

Quote from: [slowpokez](#) on [March 07, 2013, 07:15:39 pm](#)

Liason getting fucked by voidspawn. Traders getting fucked by Voidspawn. Hamstermen getting fucked by voidspawn. Migrants getting fucked by voidspawn. Everyone getting fucked by Voidspawn.

What the fuck.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Jbg97** on **March 08, 2013, 08:46:00 am**

heheheheHEHEHEHEHAHAHAHAHAH
I still live! No man nor beast nor creature of the void can kill the StoneMan!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **March 08, 2013, 10:25:42 am**

Quote from: [SanDiego](#) on [March 08, 2013, 06:51:14 am](#)

Quote from: [InsanityIncarnate](#) on [March 07, 2013, 10:40:17 pm](#)

The fortress has really gone downhill since my tenure.

I don't think, there is any other direction this fortress can go.

Also, beaten to death by a *freaking silkbag*? I thought these things didn't happen since the times of spinning xXPig tail socksXx.

By bare hands, one dwarf by a cloak, and the rest (ten or so) by a sheep wool shoe.

The voidspawn wasn't even using the silk bag as a weapon.

Christ, I don't even know if those military dwarves were armored, though I doubt it.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **slowpokez** on **March 08, 2013, 10:38:37 am**

Quote from: [kefkakrazy](#) on [March 08, 2013, 10:25:42 am](#)

Quote from: [SanDiego](#) on [March 08, 2013, 06:51:14 am](#)

Quote from: [InsanityIncarnate](#) on [March 07, 2013, 10:40:17 pm](#)

The fortress has really gone downhill since my tenure.

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Also, beaten to death by a *freaking silkbag*? I thought these things didn't happen since the times of spinning xXPig tail socksXx.

By bare hands, one dwarf by a cloak, and the rest (ten or so) by a sheep wool shoe.

The voidspawn wasn't even using the silk bag as a weapon.

Christ, I don't even know if those military dwarves were armored, though I doubt it.

You've got it wrong mate. The shoebeating started after I had sealed off the fort, didn't really matter as the dwarves were migrants. +The military had copper/iron armor.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **March 08, 2013, 12:05:14 pm**

OOh, so THAT'S how the drone got ahold of a dozen unnamed dwarves. That makes a lot more sense; I was just going off of legends, and all I see is ten straight "Killed with a sheep wool shoe" messages.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **The Mad Fool** on **March 08, 2013, 12:39:54 pm**

From the Diary of The Mad Fool Zuglarning:

Experimental subject 56-142A:
Initial grafting of replacement limb successful, and rejection was successfully prevented. Unfortunately, the virus I used to suppress his immune response also caused him to gain four times his weight in tumor cells within six days. Results promising.

On a personal note, subject 56-142A has repeatedly requested me to let him die. Since he has been so insistent upon the matter, I have decided to be reasonable and fulfilled his request. After all, seeing as how he lacks three of his five senses and can no longer move, his usefulness to me as a test subject is somewhat limited in any case.

On to less important matters. The fortress had a...visitor yesterday. A creature of the void, and they are every bit as impolite as I remember them. Fascinatingly, the creature used its long, powerful arms to accelerate its blows, permitting it to deal grievous injury even with a shoe. Unfortunately, learning its properties in Euclidean space required the sacrifice of several vessels. An unfortunate necessity, but the trade-off will probably be worth it. We now have its body, and I have put in a request to examine it. We may yet learn much from this creature's remains.

In the meanwhile, I have begun preparing subjects 56-142B and 15-142C for the same treatment, so as to confirm my results. I wonder if we couldn't tap the uncontrolled tumor growth as a food source....

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Mortis** on **March 08, 2013, 01:46:50 pm**

Oh, and by the way, one person was entered twice on the turn list, turn 18

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **CognitiveDissonance** on **March 08, 2013, 02:01:42 pm**

Oh, this is so very epic! I would love to get on this action, let me go find that dorfing sheet. (EDIT: When I'm not at work :(My special request is to a) get a gemcutter/setter and b) be the only one permitted to work with gems. My shinies.)

Not sure if I want a turn... I have never played a succession fort, or anything this suicidally deadly.
...or does this make me a perfect candidate?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **March 08, 2013, 02:26:31 pm**

Quote from: CognitiveDissonance on March 08, 2013, 02:01:42 pm
Not sure if I want a turn... I have never played a succession fort, or anything this suicidally deadly.
...or does this make me a perfect candidate?

My very first turn on a succession fort, ever, was really late in Deathgate's life cycle. I accidentally breached our hellbunker twice, built a machine to automatically breed and deploy ducks INTO HELL, and wound up losing something like a third of our fort's population in a time when the fort had outlived the entirety of dwarven civilization and was no longer receiving migrants. I spent a good hour just figuring out how things were laid out and halfway through my year was still finding half-finished buildings, chambers, and such and boggling over what use they may have had. Demons breached the fort twice, melted all the silver furniture in a previous overseer's hell bedroom, infected the entire fort population with blistering demon sickness, and torched our hell booze stockpile. And several military dwarves died, too, but that's about par for the course for Deathgate.

Short of a voidspawn ambush party getting through the gates and beelining for the stockroom containing the fort's entire supply of food, drink, and cuddly puppies, there's not a lot you can do to raise the bar.

Except for the guy after me, who let Tiny Tim get killed, of course.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **March 08, 2013, 02:32:50 pm**

I uh... um...
I think I made the voidspawn a little too badass.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Urist McDwarfFortress** on **March 08, 2013, 02:42:25 pm**

Quote from: AnimaRytak on March 08, 2013, 02:32:50 pm
I uh... um...
I think I made the voidspawn a little too badass.
Pshh! This is Deathgate! Nothing's too badass for Deathgate!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **March 08, 2013, 02:46:51 pm**

As founder of Deathgate and Murdermachines, I authorize the use of danger rooms to combat the voidspawn.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Gentlefish** on **March 08, 2013, 03:23:34 pm**

Why did that quote sound like Toady talking about carp?

Also I'll be able to get the file downloaded and looked at tomorrow - it's Friday and I'm coming up on spring break so I'll be able to get a lot done tomorrow (Hopefully). I'm still scared shitless.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **March 08, 2013, 03:41:43 pm**

Dun dun DUNNNNNNN!

On the upside, don't voidspawn have a custom syndrome? If so, on the upside they're so deadly that nothing appears to have survived long enough to show signs of infection.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Teh_Idort** on **March 08, 2013, 03:54:57 pm**

Quote from: AnimaRytak on March 08, 2013, 02:46:51 pm
As founder of Deathgate and Murdermachines, I authorize the use of danger rooms to combat the voidspawn.

Shit just got serious.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **March 08, 2013, 04:49:07 pm**

Quote from: kefkakrazy on March 08, 2013, 03:41:43 pm
Dun dun DUNNNNNNN!

On the upside, don't voidspawn have a custom syndrome? If so, on the upside they're so deadly that nothing appears to have survived long enough to show signs of infection.

This is correct. The syndrome has a long timer so it only affects the victim after combat has ended.
But if you see nausea in your dorfs....

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **March 08, 2013, 04:54:51 pm**

So what you're tellling me is that on the slim chance that we manage to raise a military capable of fending off a voidspawn *ambush*, much less siege, it's entirely possible that the survivors will be ticking time bombs? Oh lawdy.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **StLeibowitz** on **March 08, 2013, 05:04:11 pm**

Quote from: AnimaRytak on March 08, 2013, 02:32:50 pm
I uh... um...
I think I made the voidspawn a little too badass.

Nonsense! I think we've found a happy medium between dwarf and eldritch horror here. It has the miscellaneous object skills of a berserk dwarf, and the syndromes of the Borg.

Are they lava-immune?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **chaosgear** on **March 08, 2013, 05:15:09 pm**

Quote from: kefkakrazy on March 08, 2013, 04:54:51 pm
So what you're telling me is that on the slim chance that we manage to raise a military capable of fending off a voidspawn *ambush*, much less siege, it's entirely possible that the survivors will be ticking time bombs? Oh lawdy.
Use them for marksdwarf training.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **CognitiveDissonance** on **March 08, 2013, 05:26:41 pm**

Quote from: chaosgear on March 08, 2013, 05:15:09 pm
Quote from: kefkakrazy on March 08, 2013, 04:54:51 pm
So what you're telling me is that on the slim chance that we manage to raise a military capable of fending off a voidspawn *ambush*, much less siege, it's entirely possible that the survivors will be ticking time bombs? Oh lawdy.
Use them for marksdwarf training.

I suggest warbeasts. All the warbeasts. ~~dozens~~ Hundreds of warbeasts.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **TheFlame52** on **March 08, 2013, 05:34:17 pm**

MOBILIZE THE DUCKS!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **The Mad Fool** on **March 08, 2013, 05:35:26 pm**

Hey, AnimaRytak, wanted to let you know that the OP has a missing end bracket, so the url tag for the second post of slowpokez's turn has extended all the way to the end of Derm's Journal.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **March 08, 2013, 05:55:03 pm**

Quote from: The Mad Fool on March 08, 2013, 05:35:26 pm
Hey, AnimaRytak, wanted to let you know that the OP has a missing end bracket, so the url tag for the second post of slowpokez's turn has extended all the way to the end of Derm's Journal.

Whoop, fixed.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **chaosgear** on **March 08, 2013, 05:59:25 pm**

Holy crap, I totally forgot I asked for a turn. What was I thinking?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **CognitiveDissonance** on **March 08, 2013, 06:05:23 pm**

[Quote from: AnimaRytak on March 08, 2013, 05:55:03 pm](#)

[Quote from: The Mad Fool on March 08, 2013, 05:35:26 pm](#)

Hey, AnimaRytak, wanted to let you know that the OP has a missing end bracket, so the url tag for the second post of slowpokez's turn has extended all the way to the end of Derm's Journal.

Whoop, fixed.

While we're at it, the final link is missing a [url=

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **Teh_Idort** on **March 09, 2013, 05:28:30 pm**

Hey, Hey puffer? Mind dorfing me as Adil Malimavuz - Dorf child?

Sounds like my kind of kid. You should totally create a vicious child soldier, trapped in a danger room for 11 years of his life. I wouldn't mind at all.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **SanDiego** on **March 09, 2013, 06:24:46 pm**

Also, mind redorfing me? I never hungered for glorious death in battle. Just sayin'.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **NRDL** on **March 09, 2013, 06:36:53 pm**

Am I still alive?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **kefkakrazy** on **March 09, 2013, 10:23:41 pm**

I believe so but I think you're dorfed as NRDL for some reason. I seem to remember seeing you when I was tinkering with the save.

The version I've got (slowpokez' save, abandoned so I can poke into legends mode) shows you as starved in spring 254, so I think you were alive and died when I abandoned.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **NRDL** on **March 09, 2013, 10:24:41 pm**

So, may I volunteer to be the first danger roomed dorf? If I truly am confirmed to be alive, and well, and in the military.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **kefkakrazy** on **March 10, 2013, 02:23:47 pm**

Unless we do it enmasse, NRDL totally deserves it. Baelor got completely crapped on all the time in Deathgate.

I even accidentally a Baelor off while a previous Baelor's ghost watched, once.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **AnimaRytak** on **March 10, 2013, 03:42:36 pm**

We totally need uber dwarves named Baelor, Tryrar, Karakzon, and Blade Master.

All good dwarves from Old Deathgate.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **kefkakrazy** on **March 12, 2013, 02:31:15 pm**

Is it even likely that marksdwarves will be useful against voidspawn? Do crossbow bolts (even steel) have enough force to punch through voidspawn flesh?

Dwarven Machinegunners, stand by.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **SanDiego** on **March 12, 2013, 05:35:34 pm**

We will build expansive ballista batteries. It's grossly inefficient, difficult to set up and more likely than not to end up in multiple friendly casualties. It's the dwarven way.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **GentlemanRaptor** on **March 12, 2013, 05:40:29 pm**

[Quote from: SanDiego on March 12, 2013, 05:35:34 pm](#)

We will build expansive ballista batteries. It's grossly inefficient, difficult to set up and more likely than not to end up in multiple friendly casualties. It's the dwarven way.

We did ballistae before. So long as we're not up against deer, we'll be fine.

Also, about friendly fire. If it kills the infected, so much the better!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **tryrar** on **March 13, 2013, 01:55:02 am**

Well yah, I'm hoping to still get a dorf in here(If I'm not already)

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **kefkakrazy** on **March 13, 2013, 04:11:54 pm**

Tryrar, have you added your name to the Dorfinator? Check the first page if you haven't; I set up a shared spreadsheet we're using to track all the names we're using in Murdermachines.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **tryrar** on **March 14, 2013, 06:31:30 am**

Huh, somehow I missed that. Added!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **kefkakrazy** on **March 15, 2013, 09:06:06 am**

It's quiet...

Too quiet...

Please tell me Terry hasn't found a way to shunt voidspawn into the real world...

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **The Mad Fool** on **March 15, 2013, 09:23:02 am**

[Quote from: kefkakrazy on March 15, 2013, 09:06:06 am](#)

It's quiet...

Too quiet...

Please tell me Terry hasn't found a way to shunt voidspawn into the real world...

I concur. Pufferfish, you there?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **Orange Wizard** on **March 15, 2013, 01:17:37 pm**

What!? No! I didn't play through most of my turn only to have this fortress die!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **StLeibowitz** on **March 15, 2013, 03:54:52 pm**

Well, nobody before him with the exception of the founder has completed a term yet. Why break tradition now?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **kefkakrazy** on **March 15, 2013, 05:03:01 pm**

That's it. I'm thoroughly convinced at this point that we have managed to release an actual eldritch horror and that instead of coming for the game, he's coming for us.

Slenderman, thy name is Terry.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **CognitiveDissonance** on **March 15, 2013, 05:15:29 pm**

[Quote from: kefkakrazy on March 15, 2013, 05:03:01 pm](#)

That's it. I'm thoroughly convinced at this point that we have managed to release an actual eldritch horror and that instead of coming for the game, he's coming for us.

Slenderman, thy name is Terry.

While turns are being processed, could somebody explain Terry to me?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **slowpokez** on **March 15, 2013, 05:17:09 pm**

Quote from: StLeibowitz on March 15, 2013, 03:54:52 pm
Well, nobody before him with the exception of the founder has completed a term yet.
Wharrup.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Urist McDwarfFortress** on **March 15, 2013, 05:18:36 pm**

Terry is the madness.

It comes from a quote from the original Deathgate thread:
Quote from: AnimaRytak on July 19, 2011, 05:49:25 pm
Nope, that's just the Deathgate Madness warping reality itself. We call the madness Terry and scold him whenever reality breaks.
Bad Terry, bad!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **CognitiveDissonance** on **March 15, 2013, 05:22:56 pm**

Quote from: Urist McDwarfFortress on March 15, 2013, 05:18:36 pm
Terry is the madness.

It comes from a quote from the original Deathgate thread:
Quote from: AnimaRytak on July 19, 2011, 05:49:25 pm
Nope, that's just the Deathgate Madness warping reality itself. We call the madness Terry and scold him whenever reality breaks.
Bad Terry, bad!

I like that! I will try to institute that term in other games

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **March 15, 2013, 06:07:28 pm**

Terry actually ate Deathgate I. Anima tried to enact the FINAL SOLUTION, in the form of flooding the fort with magma, but Terry decided he didn't like that and caused the save file to die.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **GentlemanRaptor** on **March 16, 2013, 05:47:19 am**

Terry didn't just kill Deathgate I. He's killed at least 3 computers, one of them mine and the other two Anima's.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Vlasi** on **March 16, 2013, 08:09:35 am**

Aren't you afraid it could happen again?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Teh_Idort** on **March 16, 2013, 10:40:05 am**

Quote from: Yuli Vlasi on March 16, 2013, 08:09:35 am
Aren't you afraid
Don't be such an elf. It's the Dwarven way to lose many expensive pieces of equipment and go into tantrums when you lose them. It wouldn't be a deathgate WITHOUT losing a few computers.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Vlasi** on **March 16, 2013, 11:49:55 am**

WHY AM I THE ELF WHEN I ASK SOMEBODY ELSE ABOUT HIS FEELIN -
oh, right.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **wlerin** on **March 16, 2013, 09:53:44 pm**

Oh. This has happened already.
poasting for posterity.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Gentlefish** on **March 17, 2013, 06:05:08 pm**

Ahahahaha. Terry came in the form of a surprise spring break. I totally forgot that was happening last week.

You can either skip me or I can just start my turn some time tonight.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **March 17, 2013, 11:29:56 pm**

Quote from: Pufferfish on March 17, 2013, 06:05:08 pm
Ahahahaha. Terry came in the form of a surprise spring break. I totally forgot that was happening last week.
You can either skip me or I can just start my turn some time tonight.

I say take your turn, we need some good content.

And sorry for my absence, mini vacation.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **gunpowdertea** on **March 18, 2013, 02:52:11 am**

Quote from: kefkakrazy on March 08, 2013, 02:26:31 pm
Quote from: CognitiveDissonance on March 08, 2013, 02:01:42 pm
Not sure if I want a turn... I have never played a succession fort, or anything this suicidally deadly.
...or does this make me a perfect candidate?

My very first turn on a succession fort, ever, was really late in Deathgate's life cycle. I accidentally breached our hellbunker twice, built a machine to automatically breed and deploy ducks INTO HELL, and wound up losing something like a third of our fort's population in a time when the fort had outlived the entirety of dwarven civilization and was no longer receiving migrants. I spent a good hour just figuring out how things were laid out and halfway through my year was still finding half-finished buildings, chambers, and such and boggling over what use they may have had. Demons breached the fort twice, melted all the silver furniture in a previous overseer's hell bedroom, infected the entire fort population with blistering demon sickness, and torched our hell booze stockpile. And several military dwarves died, too, but that's about par for the course for Deathgate.

Yeah, the duck-o-tron was... interesting. I'm sorry I disassembled it ;)

Quote
Short of a voidspawn ambush party getting through the gates and beelining for the stockroom containing the fort's entire supply of food, drink, and cuddly puppies, there's not a lot you can do to raise the bar.
Except for the guy after me, who let Tiny Tim get killed, of course.

I... apologize. He went to play with the ... what was it, a Dung Beetle Demon or somesuch?

Ah, no, Assassin Bug Demon, that's it. Yeah, he got eaten by this one.

And regarding the syndrome-inducing, neigh-indistructable, silk-bagging and shoe-beating voidspawn: BRING 'EM ON! We ate delicious hellburgers in DG, I wonder what we will do with / to the Spawn of the Void... *rummages through stockpile for knife and fork*

Edit: oh, and could you add me to the list of overseers? I'll try not to kill Timmy again...

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **wlerin** on **March 18, 2013, 03:10:55 am**

Quote from: gunpowdertea on March 18, 2013, 02:52:11 am
And regarding the syndrome-inducing, neigh-indistructable, silk-bagging and shoe-beating voidspawn: BRING 'EM ON! We ate delicious hellburgers in DG, I wonder what we will do with / to the Spawn of the Void... *rummages through stockpile for knife and fork*

From the looks of things, eat them, get infected by greater void corruption, then slowly transforms into thralls.

Yet one more reason to use magma.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Lolfail0009** on **March 19, 2013, 04:29:47 am**

Quote from: AnimaRytak on January 08, 2013, 10:42:19 am
Spoiler (click to show/hide)
[ALL_ACTIVE]
[EXTRAVISION]
[LIKES_FIGHTING]
[PARALYZEIMMUNE]
[NO_EAT][NO_DRINK]
[NOSTUN][NOFEAR]
[NOEXERT]
[NO_DIZZINESS]

[NO_FEVERS]
[NO_SLEEP]
[NOBREATHE]
[NONAUSEA]
[NOPAIN][NOSTUN]
[NOTHOUGHT]
[CANNOT_UNDEAD]
[OPPOSED_TO_LIFE]
[NO_THOUGHT_CENTER_FOR_MOVEMENT]
[UTTERANCES]

Das mah Voidspawn.
For the record, Voidspawn are the main antagonists for my canon arc in Spearbreakers. Not these ones, mine are *mostly* formless, and never insectoid.
Yeah, must be a common name... (glares at imagination)

Anyhoo, can I grab a turn?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **March 19, 2013, 10:13:42 pm**

Quote from: Lolfail0009 on March 19, 2013, 04:29:47 am
Quote from: AnimaRytak on January 08, 2013, 10:42:19 am

Spoiler (click to show/hide)
[ALL_ACTIVE]
[EXTRAVISION]
[LIKES_FIGHTING]
[PARALYZEIMMUNE]
[NO_EAT][NO_DRINK]
[NOSTUN][NOFEAR]
[NOEXERT]
[NO_DIZZINESS]
[NO_FEVERS]
[NO_SLEEP]
[NOBREATHE]
[NONAUSEA]
[NOPAIN][NOSTUN]
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Yeah, must be a common name... (glares at imagination)

Anyhoo, can I grab a turn?

I went with the name since my initial idea was to have voidspawn be formed by the souls of dwarves cast into the void by our body surfers.
Then they turned into some insectoid locust and I just kept the name.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Lolfail0009** on **March 20, 2013, 12:31:15 am**

Quote from: AnimaRytak on March 19, 2013, 10:13:42 pm
Quote from: Lolfail0009 on March 19, 2013, 04:29:47 am
Quote from: AnimaRytak on January 08, 2013, 10:42:19 am

snip

Das mah Voidspawn.
For the record, Voidspawn are the main antagonists for my canon arc in Spearbreakers. Not these ones, mine are *mostly* formless, and never insectoid.
Yeah, must be a common name... (glares at imagination)

Anyhoo, can I grab a turn?

I went with the name since my initial idea was to have voidspawn be formed by the souls of dwarves cast into the void by our body surfers.
Then they turned into some insectoid locust and I just kept the name.

Yeah, I was originally going to have mine be the title given to just one badass Hydragon (read: nightmare), but then it sort of... branched off.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Lolfail0009** on **March 20, 2013, 05:06:18 am**

Double post :D

Added myself to the dorfing list, and a link to here at the end of Deathgate I.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Blade Master Model 42** on **March 20, 2013, 02:35:33 pm**

A link to this in Deathgate the first would have been nice.

Dorf me as an axedwarf and put me on the turn list. Said turn will be agonizingly slow, since I'm on a laptop now, having had my desktop harddrive crash.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **March 20, 2013, 05:17:48 pm**

Blade! Awesome, it's good to see you back.

We have the DORFINATOR now, linked in the first topic. You can add your name to there and you'll be persistently redorfed as warm bodies allow.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Blade Master Model 42** on **March 20, 2013, 05:38:52 pm**

Alright, added to the DORFINATOR.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **March 21, 2013, 03:43:23 am**

Puffer, do you intend to take your turn or not?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **March 24, 2013, 05:35:14 am**

Pufferfish has made no attempt to play his turn.

It is now peregarrett turn.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **peregarrett** on **March 24, 2013, 06:58:26 am**

OK. Will start as I finish another game turn. A day or two, I think

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Viasi** on **March 24, 2013, 08:51:27 am**

This message is hidden among the engravings scattered along the walls and floors of Murdermachines. Hidden from the mere dwarven eye, it will endure all but the hammer of Armok himself.

[Date missing]

... regained full control.
I still can't get rid of that annoying tic though.

[Date missing]

Looks like it wasn't just the stress and 'paranoia' like the others said. Something followed us here from the abyss.
Or was it waiting for us?

[incomprehensible gibberish]

runes and pictures resembling eyes

[Date missing]

When I close my eyes I can feel their glare upon Murdermachines.
I CAN'T F[a piece of the wall seems to be missing here]NG SLEEP

[Date missing]

Since the 'incident' under the last overseers rule there is uncertainty about who should be in charge of ruling the fortress.
I should make use of that...

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Lolfail0009** on **March 24, 2013, 04:26:59 pm**

Oh, this will be good.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Gentlefish** on **March 25, 2013, 01:28:04 am**

Pufferfish cancels internet: interrupted by life.

Wow sorry guys that was insanely busy. Please, sign me up at the end. I swear, I -will- play a succession fort properly!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Lolfail0009** on **March 25, 2013, 01:33:13 am**

Dear Pufferfish,

No.

Lots of love,
Terry

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Orange Wizard** on **March 25, 2013, 04:36:08 am**

Quote from: Lolfail0009 on March 25, 2013, 01:33:13 am

Dear Pufferfish,

No.

Lots of love,
Terry

Aww, he even sent you a nice letter, Pufferfish!
He sent me buckets. Buckets and self-transmogriying children.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **peregarrett** on **March 25, 2013, 05:39:07 am**

Quote from: InsanityIncarnate on March 25, 2013, 04:36:08 am

Quote from: Lolfail0009 on March 25, 2013, 01:33:13 am

Dear Pufferfish,

No.

Lots of love,
Terry

Aww, he even sent you a nice letter, Pufferfish!
He sent me buckets. Buckets and self-transmogriying children.

I SHALL CHANGE THAT!!! Back to the Armok Scripted Character Images Items (ASCII) purity!
Just a bit more time...

EDIT: Downloaded the save, merged raws with default ones, so no more gobbo buckets. Looks like it works, gobbo corpses are now **g's**. Are there any glitches that I should be aware of?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Gentlefish** on **March 26, 2013, 12:06:02 am**

Oh man.

Terry.

You scare me.

Good luck, PG! Watch as humans are now flying magma-pigs. And voidspawn teleport through walls.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **peregarrett** on **March 26, 2013, 01:22:18 am**

Quote from: Pufferfish on March 26, 2013, 12:06:02 am

Good luck, PG! Watch as humans are now flying magma-pigs. And voidspawn teleport through walls.

Shivers and hides under bed

You'll never get me, voidspawn, as long as I'm under the bed, wrapped in blanket!

Seriously, that's the best counter-bogeymen measure.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **SanDiego** on **March 26, 2013, 09:47:15 am**

@peregarrett: In this world, WE are the bogeymen. I mean, we crawl in from the void, possessing people and make them die horribly. Voidspawn are boogey-boogemen. Quadratic boogeys, if you will.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **CognitiveDissonance** on **March 26, 2013, 09:48:31 am**

Quote from: SanDiego on March 26, 2013, 09:47:15 am

@peregarrett: In this world, WE are the bogeymen. I mean, we crawl in from the void, possessing people and make them die horribly. Voidspawn are boogey-boogemen. Quadratic boogeys, if you will.

Or tragically misunderstood champions of the light, here to bring us to justice.

What a shame.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **StLeibowitz** on **March 26, 2013, 10:23:05 am**

Quote from: CognitiveDissonance on March 26, 2013, 09:48:31 am


Or tragically misunderstood champions of the light, here to bring us to justice.

What a shame.

The same claim could be made for the goblins and buckets, as well, really.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **peregarrett** on **March 26, 2013, 02:18:32 pm**

So here I start!

 *Journal of Peregarrette, posessed metalcrafter*

Sometimes the experience you ever had just can't settle in your soul. I escaped from The Void and posessed some metalcrafter with intention to live dull life of ordinary dwarf. But what should I do when the universe got shattered and The Void itself stares from the cracks? Don't know. Will try to fix the universe, maybe.

First of all, there were strange talkings about buckets and gobbos. Like, gobbos are buckets and buckets are gobbos. So, while I was on break, I performed a master-class: "A Goblin and A Bucket. What's the difference? What's the use?"

I took a gobbo corpse from surface stockpile and a spare bucket. Put both on the table, and spent a whole hour or two in constant speech and demonstration.

Main points of that were:

- Buckets are made from wood or metal. Gobbos are from flesh and blood and bones.
- Buckets are hollow and have a handle. Gobbos lack handle and usually full inside. No, lil'girl, THAT is not the handle. Your mom will explain you what it is. Later.
- When a baby runs with bucket on his head - it's not the same when gobbo runs with your baby in the bag.
- When you build a well - don't tie a gobbo to the chain. Ok, you actually CAN tie a gobbo to the chain and dip him into well, but that's more the zoo than the well.
- When yuo need something to store water or something - choose bucket. Yes, you can fill a gobbo with water, but you'd never want to drink from him.
- When you kick the gobbo - it's not the same when you kick the bucket. Though, sometimes, those phrases are equivalent.
- More to discuss.

After I was done with that, I think everyone was quite clear about gobbos and buckets. So, I returned the bloated gurgling gobbo corpse with metal handle nailed to it's head back to refuse pile, and got myself a drink.

After, I took a quick tour here. I've certainly missed a lot while was full-day busy with my work. I need to look wider.

For example, why is the Cat Drop Shaft so narrow? A cat falling can greatly slow itself with it's paws and claws. I hate that sound! So, let's dig it wider.

Why are we locked inside here, and no traps are guarding our entrance?


Why are we digging such a huge section?

Why don't we dig down to magma, using coal for furnaces instead?

Why does our military consist of 4 squads with 7 dwarves total?

Why do we have a stockpile full of nestboxes?

Why Aslod is trading at the EMPTY DEPOT?!?!?!

 Those questions are driving me mad.

Just we lowered the gate, everyone run for socks left outside. And met kobold ambush. Shit.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **slowpokez** on **March 26, 2013, 03:39:06 pm**

Quote from: peregarrett on March 26, 2013, 02:18:32 pm

1.Why does our military consist of 4 squads with 7 dwarves total?

2.Why do we have a stockpile full of nestboxes?

Those questions are driving me mad.

1.
We had 4 squads. You know the whole...silkbag-incident?

2.
Spoiler (click to show/hide)

Quote from: slowpokez on March 07, 2013, 07:15:39 pm

Uhhh....During the second part of my turn I was high is fuck so the gagenotes were...lacking to say the least.
I'll write down what I can salvage from this list of nonsense-

Have to cancel construction as dappercat decides to sleep on the roof together with his Peacock, for some reason Dapper's name is "Futurewhipped" and he calls his peacock Lord something. What can I say? They have a complicated relationship.

Liason getting fucked by voidspawn. Traders getting fucked by Voidspawn. Hamstermen getting fucked by voidspawn. Migrants getting fucked by voidspawn. Everyone getting fucked by Voidspawn.

Some problems with logistics- made nest boxes instead of pots. Blame voidspawn distractions

Iron spear artifact.
The end.

I'm sorry about the pityful state my turn ended up in but I wish the next overseer the best of luck.

Glad to finally see an update though. ;D

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Urist McDwarfFortress** on **March 26, 2013, 04:26:30 pm**

Quote from: peregarrett on March 26, 2013, 02:18:32 pm

"A Goblin and A Bucket. What's the difference? What's the use?"
I took a gobbo corpse from surface stockpile and a spare bucket. Put both on the table, and spent a whole hour or two in constant speech and demonstration.
Main points of that were:
- Buckets are made from wood or metal. Gobbos are from flesh and blood and bones.
- Buckets are hollow and have a handle. Gobbos lack handle and usually full inside. No, lil'girl, THAT is not the handle. Your mom will explain you what it is. Later.
- When a baby runs with bucket on his head - it's not the same when gobbo runs with your baby in the bag.
- When you build a well - don't tie a gobbo to the chain. Ok, you actually CAN tie a gobbo to the chain and dip him into well, but that's more the zoo than the well.
- When yuo need something to store water or something - choose bucket. Yes, you can fill a gobbo with water, but you'd never want to drink from him.
- When you kick the gobbo - it's not the same when you kick the bucket. Though, sometimes, those phrases are equivalent.
- More to discuss.

Ha ha ha! This was awesome!

Glad we got that cleared up.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **March 26, 2013, 06:31:30 pm**

Quote

Just we lowered the gate, everyone run for socks left outside. And met kobold ambush. Shit.

Oh god this one makes me smile.

Let me know if any named dorfs got killed by the kobolds... I shall taunt them mercilessly.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Orange Wizard** on **March 26, 2013, 10:51:23 pm**

Will your next informative speech be about how dwarvern children need to aim high in life, and that growing up to become a goose is not an acceptable goal?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **NRDL** on **March 27, 2013, 12:12:26 am**

Sweet, sweet ASCII.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Chimpanzee** on **March 27, 2013, 02:08:47 am**

My dorf?!? In an EMPTY DEPOT?!? Not BROKER?!? I blame the voidspawn.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **☺!!Troll Fur Sock!!☺** on **March 27, 2013, 05:15:58 am**

My dwarf request is on first page.
Still didn't get dorfed

This fort will be epic. Or not, it already is... So many inside jokes will be born here.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **peregarrett** on **March 27, 2013, 05:32:37 am**

Quote from: ☺!!Troll Fur Sock!!☺ on March 27, 2013, 05:15:58 am

My dwarf request is on first page.
Still didn't get dorfed

This fort will be epic. Or not, it already is... So many inside jokes will be born here.

Yes, I'll scan through all dorfs that are in dorfinator and (re)dorf anyone. Will change dorfinator's layout a bit...
EDIT: Changed the layout, grouped dorfs entries of same host. Everyone's welcomed to add/change requests there.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **March 27, 2013, 07:53:00 am**

Quote from: ☺!!Troll Fur Sock!!☺ on March 27, 2013, 05:15:58 am

My dwarf request is on first page.
Still didn't get dorfed

This fort will be epic. Or not, it already is... So many inside jokes will be born here.

We never found a dwarf that met your specifications.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **March 27, 2013, 09:17:47 am**

Hmm...

My only qualm with the new layout is that it's unsortable as-is. Can we have the forum name repeat on each line instance of the dorf rather than using merged cells? It'll look a little messier, but then the spreadsheet sort function won't be broken.

It seems small, but I found it a huuuuuuge help when trying to sort out the deaders/undorfed from the living.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **peregarrett** on **March 27, 2013, 09:32:34 am**

Quote from: kefkakrazy on March 27, 2013, 09:17:47 am

Hmm...

My only qualm with the new layout is that it's unsortable as-is. Can we have the forum name repeat on each line instance of the dorf rather than using merged cells? It'll look a little messier, but then the spreadsheet sort function won't be broken.

It seems small, but I found it a huuuuuuge help when trying to sort out the deaders/undorfed from the living.

Ah, that's what you use sort for. Couldn't come up with why would you need to sort dorfs by any of columns, but you have the point.
I'm ok with repeating host's name for each dorf.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **CognitiveDissonance** on **March 27, 2013, 09:34:47 am**

I finally added myself to the list some time ago. Here's hoping there is a jeweler kicking around!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **March 27, 2013, 10:46:03 am**

Quote from: peregarrett on March 27, 2013, 09:32:34 am

Quote from: kefkakrazy on March 27, 2013, 09:17:47 am

Hmm...

My only qualm with the new layout is that it's unsortable as-is. Can we have the forum name repeat on each line instance of the dorf rather than using merged cells? It'll look a little messier, but then the spreadsheet sort function won't be broken.

It seems small, but I found it a huuuuuuge help when trying to sort out the deaders/undorfed from the living.

Ah, that's what you use sort for. Couldn't come up with why would you need to sort dorfs by any of columns, but you have the point.
I'm ok with repeating host's name for each dorf.

Yeah, it's stupid helpful when needing to find a specific dorf (if they don't match the host name, which most don't) or when trying to sort out by status. Being able to look at a list of exclusively live dwarves, for example, is helpful when someone posts a list of deaders that need updated. And I'm sure that being able to look at a list of exclusively undorfed dwarves will be helpful when people are performing redorfs.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **peregarrett** on **March 27, 2013, 04:09:42 pm**

HELL YEAH! I DORFED !!EVERYONE!!
That took two hours of stuffing Dwarf Therapist back and forth. I now envy those children who grew to become goose.
Will post screens and such later.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Lolfail0009** on **March 27, 2013, 04:27:13 pm**

The madness begins.
~Rokenzan

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Orange Wizard** on **March 27, 2013, 07:13:47 pm**

Quote from: peregarrett on March 27, 2013, 04:09:42 pm
HELL YEAH! I DORFED !!EVERYONE!!
That took two hours of stuffing Dwarf Therapist back and forth. I now envy those children who grew to become goose.
Will post screens and such later.
A single tear is rolling down my cheek. I didn't know such a thing was possible.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **March 27, 2013, 09:43:59 pm**

Quote from: peregarrett on March 27, 2013, 04:09:42 pm
HELL YEAH! I DORFED !!EVERYONE!!
That took two hours of stuffing Dwarf Therapist back and forth. I now envy those children who grew to become goose.
Will post screens and such later.
Lord AnimaRytak is pleased.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **March 27, 2013, 09:52:29 pm**

Ten minutes later: "Dammit I'm still not dorfed"

WATCH FOR IT. The INSTANT someone posts a full dorf-report screenshot <_<

In all seriousness, good job bro. your void-brethren are proud of you.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Teh_Idort** on **March 27, 2013, 10:59:38 pm**

Quote from: kefkakrazy on March 27, 2013, 09:52:29 pm
Ten minutes later: "Dammit I'm still not dorfed"

"Say boss, I'm gonna head over there to pick up Dortimus' socks, You don't mind right?"
"wut"
"Alright, Be right back boss"
*sounds of extended painful combat with something horrible"
"WHAT THE SHIT PEREGARRETT, WHY DIDN'T YOU DORF ME YOU SUMBITCH, I'M BLAMING THE SEXUALLY INVIGORATING LUST THAT (Alpaca wool sock) GIVES OFF, IT'S JUST ASKING FOR IT, LOOK AT IT. STUPID, SEXY (Alpaca wool sock) ."

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Vlasi** on **March 28, 2013, 06:04:22 am**

Woop Woop.























Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Lolfail0009** on **March 28, 2013, 06:08:07 am**

Heyoooo.


Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **peregarrett** on **March 28, 2013, 06:25:50 am**

Keep patient. The soul changes should be done at night, preferable on a full moon - so, tonight.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **peregarrett** on **March 28, 2013, 04:20:13 pm**

After our militia dealt with those kobolds (with cost of two vessels and a baby) the slight order was restored. I walked across The Beacon and saw... i.e felt the excitement and worries of our brethen still trapped in The Void. Yes, brothers. It's time.
Lord AnimaRytak called "New and Exciting Party of Victory Over Kobolds" and dwarves gladly spent a few hours at the bottom of Beacon.
Everyone could choose a body that he wanted.
Oh, and also we've filled all four squads with new recruit. That seemed useful.
Spoiler: Tryrar, Evasculator (click to show/hide)
 Swordsdwaf, Herbalist, member of Barricaded Banners
Spoiler: CogDis, Master of Gems (click to show/hide)
 Gem setter and cutter, consoler and pasifier. Husband of Shigshagor the Guy (who's his wife)
Spoiler: Erush, Pot Thrower (click to show/hide)
 Macedwarf, potter and cook. Member of Treaties Of Spirit
Spoiler: Scribbles Chronicler (click to show/hide)
 Metalsmith, engraver and axedwarf. Member of The Geared Apexes
Spoiler: Blade, Drill Sergeant (click to show/hide)
 Axedwarf and bone carver. Member of Geared Apexes
Spoiler: Baltharaz, Obliterator (click to show/hide)
 Jeweller and swordsdwarf. Member of Barricaded Banners
Spoiler: Vendix, Stoner (click to show/hide)
 Spinner and Liar. Will work as miner
Spoiler: Derm II, Fearbringer (click to show/hide)
 Axedwarf, of course. and hammerdwarf. Also mason and engraver. Wears artifact copper breastplate. Military commander of The Geared Apexes
Spoiler: Feldrain II (click to show/hide)
 Marksdwaf and siege operator, master negotiator. Not in squad though - will work as military engineer.
Spoiler: Maxwell Edison (click to show/hide)
 Hammerdwarf and shearer. Member of Treaties of Spirit
Spoiler: Krosan III (click to show/hide)
 Bowyer, axedwarf of The Geared Apexes.
Spoiler: Rokezan the Mad (click to show/hide)
 Dyer, engraver, speardwarf of Barricaded Banners (the only raging swordsdwarf was Peregarrett)
Spoiler: Medkit The Kit (click to show/hide)
 Husband of Deprislava, Marksdwaf, sutured and wond dresser.
Spoiler: Mortis, Flame forger (click to show/hide)
 Weaponsmith, creator of artifact iron spear
Spoiler: Mr Space Cat II (click to show/hide)
 Husband of Vendix. carpenter and axedwarf of The Geared Apexes
Spoiler: Puff, Stonewisperer (click to show/hide)
 mason, marksdwaf of Picks of Parching
Spoiler: Thaddeus II the Fail Saint (click to show/hide)
 Hammerdwarf, captain of the Treaties Of Spirit
Spoiler: SanDiego II, El Mechanico (click to show/hide)
 Axedwarf of The Geared Apexes, mechanis, pump operator and siege engineer.
Spoiler: Prosnorkulus II (click to show/hide)
 Axedwarf of the Geared Apexes, glassmaker.
Spoiler: Saint, Templar (click to show/hide)
 Cheesemaker, marksdwaf of the Picks of Parching. Wears giant kea bone and nail stuff
Spoiler: Dortimus II (click to show/hide)
 Cheesemaker, grower, brewer. Macedwarf of the Treaties of Spirit
Spoiler: Flame (click to show/hide)
 Great Siege Engineer.
Spoiler: Tyler Durden (click to show/hide)

 Soap maker and marksdwarf of Picks of Parching
 Spoiler: Deprislave, RocketScientist (click to show/hide)

 Siege&Pump Operator, Mechanic. Got injured by kobold, now rests.

((Shit, it took two hours again!
 Funny thing with that troll in Hexhatched. looks like they went to kill that unlucky troll all together. And Tyler Durden went hunting jabberers instead.))

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
 Post by: **The Mad Fool** on **March 28, 2013, 05:10:26 pm**

Hahaha, Tryar's dorf is "quick to tire, clumsy, and very weak" xD Now I'm picturing him complaining loudly about the shitty vessel they gave him.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
 Post by: **NRDL** on **March 28, 2013, 05:55:31 pm**

Am I in the military? In the OP it says I'm a swordsdwarf.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
 Post by: **Gentlefish** on **March 28, 2013, 07:20:41 pm**

Why is my foot smashed?
 Also I hope I'm wielding a crossbow so I can still speak to my rocks :p I may take up a little arpee with my character.
 EDIT: lol I'm slow to anger. It must be my patience with stonewhispering.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
 Post by: **Lolfail0009** on **March 28, 2013, 07:32:17 pm**

A speardwarf you say? This could be interesting...
 (So that makes swords, darklight blade, flails, scythes, cannons, omnigauntlets and now spears...)
 Give him two please. I might arpee a bit later.
 EDIT: Her. Give her two spears. Or hax her to be male. Please.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
 Post by: **The Mad Fool** on **March 28, 2013, 07:51:59 pm**

Quote from: peregarrett on March 26, 2013, 02:18:32 pm
 When you build a well - don't tie a gobbo to the chain. Ok, you actually CAN tie a gobbo to the chain and dip him into well, but that's more the zoo than the well.

Sigged.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
 Post by: **peregarrett** on **March 28, 2013, 11:17:06 pm**

Quote from: Lolfail0009 on March 28, 2013, 07:32:17 pm
 A speardwarf you say? This could be interesting...
 (So that makes swords, darklight blade, flails, scythes, cannons, omnigauntlets and now spears...)
 Give him two please. I might arpee a bit later.
 EDIT: Her. Give her two spears. Or hax her to be male. Please.
 Huh? It it possible to double-wield weapons? If I add both to uniform, won't your dorf start constanly changing them?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
 Post by: **Mr Space Cat** on **March 28, 2013, 11:54:16 pm**

Dwarves can wield two weapons, yeah. That doesn't meant they'll use both of them regularly in combat, but one could get stuck in a goblin so they'd start hacking with the other, for example.
 They might also just hold both spears in one hand and bash baddies with their fist, because eff logic, they're dwarves.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
 Post by: **StLeibowitz** on **March 29, 2013, 08:36:24 am**

...I've been dorfed as a she-dwarf again. *sigh* I suppose it doesn't really matter with the life expectancy here, but I'd have liked to have a beard for once. :(

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
 Post by: **AnimaRytak** on **March 29, 2013, 09:40:38 am**

Quote from: StLeibowitz on March 29, 2013, 08:36:24 am
 ...I've been dorfed as a she-dwarf again. *sigh* I suppose it doesn't really matter with the life expectancy here, but I'd have liked to have a beard for once. :(
 Denied.
 On a side note, damn fine work Peregarett

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
 Post by: **Chimpanzee** on **March 29, 2013, 10:46:29 am**

Quote from: AnimaRytak on March 29, 2013, 09:40:38 am
Quote from: StLeibowitz on March 29, 2013, 08:36:24 am
 ...I've been dorfed as a she-dwarf again. *sigh* I suppose it doesn't really matter with the life expectancy here, but I'd have liked to have a beard for once. :(
 Denied.
 Oh no, you must have been hacked by Terry!!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
 Post by: **AnimaRytak** on **March 29, 2013, 10:53:37 am**

Quote from: Chimpanzee on March 29, 2013, 10:46:29 am
Quote from: AnimaRytak on March 29, 2013, 09:40:38 am
Quote from: StLeibowitz on March 29, 2013, 08:36:24 am
 ...I've been dorfed as a she-dwarf again. *sigh* I suppose it doesn't really matter with the life expectancy here, but I'd have liked to have a beard for once. :(
 Denied.
 Oh no, you must have been hacked by Terry!!

He shouldn't feel too bad. I've been stuck in a femdwarf's body since the beginning. I wear the evil pope cloak to hide this.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
 Post by: **Yuli Viasi** on **March 29, 2013, 11:13:31 am**

'The pope is a woman?!'
 ...
 'What do you mean it's not the pope?!'

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
 Post by: **peregarrett** on **March 29, 2013, 11:43:23 am**

14th Granite
 So, when everything were settled, I tried to bring more order in this madness.


Miners are digging BLOODY HUGE hall? DON'T. Dig mayor quarters and stairs down to **!!MAGMA!!**

There are dwarf bodies outside? Bring them into stockpile. Just BODIES! Leave socks alone!

Trap entrance is not trapped enough. Fill it with cage traps!

Everyone now - GO!

Problem of Aslod trading with invisible traders was solved. I played that game a bit - came down speaking with invisible Guild representative, shoke his invisible hand, wished to invisible traders good luck in their travel, showed them the way out. Aslod nodded and went on his buisness.

21st Granite
 (http://imageshack.us/photo/my-images/838/sauropodo.png/)
 Oh fuck. And we're rebuilding the wall, so locking inside is not a choice.
 To arms everyone!

Titan sauropod is dead, with the cost of some marksdwarf who went fighting bare-handed, with her baby on her back. Both died.
 Final blow that finished the beast belongs to Baelor the Malevolent. His kill count now consists of - voidspawn thief, a donkey and sauropod titan. Good job!

And we discovered two caverns. Second is infested with olm men.

We've discovered third cavern. There's adamantine spire arising from cavern lake! Hooray!

We dug a bit deeper and foun magma sea, and another spire. That's great! Free plumphelmet wine for everyone!

Castle rebulding goes on. We've finished a pepperbox where three ballistas will be set, and a curvy path around traps for caravan wagons.

Elk birds invasion from caverns caused some chaos, but no real harm were done. I ordered the stome door to be set there, so no more wild animals here. Blade, the Drill Sergeant is on his training duty next to the gates. Unfortunatey, there are very few armor left. When we set magma industry, it has to change!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **March 29, 2013, 02:35:04 pm**

Jesus Christ, NRDL. I think Baelor is pissed off about all the times we killed him off in Deathgate I and is working to make up for it. The voidspawn AND the titan?

Now watch him die to titan spittle or something stupid like that.

EDIT: A FREAKING DINOSAUR TITAN. THAT NEEDED TO BE ADDED.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **scaliper** on **March 29, 2013, 02:35:46 pm**

Quote from: peregarrett on March 29, 2013, 11:43:23 am

Final blow that finished the beast belongs to Baelor the Malevolent. His kill count now consists of - voidspawn thief, a donkey and sauropod titan. Good job!

Holy dammit, Baelor seems to have possessed quite the badass!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **March 29, 2013, 04:24:22 pm**

Baelor came back strong.


Damn it, i'm proud.


Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **GentlemanRaptor** on **March 29, 2013, 07:29:44 pm**

Well, we've come from Baelor dying all the time to Baelor killing dinosaurs. Good on 'im!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **peregarrett** on **March 30, 2013, 06:40:54 am**


7th Felsite.
Deprislava is possessed... I'm not sure if that term is appliable to someone who's already posessed by The Void refugee, but that's a fact. Maybe it's vessel's soul who tries to reclaim his own body... dunno. The oly thing I know that usally this results in a useful or useless thing made.


 Speaking of vessels. One of bonecarvers stays in the middle of food stockpile and shouts for his rabbit pet.

 Your pet is long dead! Who are you trying to feed?
Who Framed Rovod Rabbit? Dunno. But I know who will test our enhanced sacrifice pit if you won't shut up.

Elves arrived. I hope they brought a lot of wood, we ran out of our suplies.

Huh...What?!

 (<http://imageshack.us/photo/my-images/580/voidthief.png/>)

 (<http://imageshack.us/photo/my-images/843/voidambush.png/>)
Oh fuck!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **March 30, 2013, 09:25:57 am**

Ah fuck, I forgot they could be those

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Vlas**i on **March 30, 2013, 09:33:13 am**

Quote from: peregarrett on March 30, 2013, 06:40:54 am

Oh fuck!

...

:D

Is it possible to pit them against the elves '*by accident*'?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Mr Space Cat** on **March 30, 2013, 09:33:59 am**

And now, a moment of silence for all those dwarves of Murdermachines, tragically put down by two nastyass lasher demonspawn.

So, reclaiming time? :P

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Vlas**i on **March 30, 2013, 09:35:23 am**

Quote from: Mr Space Cat on March 30, 2013, 09:33:59 am

So, reclaiming time? :P

Let's see what Baelor has to say to that.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **peregarrett** on **March 30, 2013, 10:10:30 am**

Quote from: Mr Space Cat on March 30, 2013, 09:33:59 am

And now, a moment of silence for all those dwarves of Murdermachines, tragically put down by two nastyass lasher demonspawn.

So, reclaiming time? :P

It's suspense time! I made a break here.

Quote from: Yuli Vlas on March 30, 2013, 09:33:13 am

Quote from: peregarrett on March 30, 2013, 06:40:54 am

Oh fuck!

...

:D

Is it possible to pit them against the elves '*by accident*'?

Unfortunately too late. But if those two creatures destroy our military, next who they meet will be elves.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **March 30, 2013, 11:13:06 am**

Peregarrett, you may currently be taking the best turn Murdermachines will ever have.

You spend four hours getting the dorf list completely tidy and up to date, and then before your turn is over have two voidspawn lashers *inside the walls*. I will be soundly surprised if this doesn't result with either our survivors holed up deep below the surface (do voidspawn building destroy?) or a fortress reclaim.


Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **peregarrett** on **March 30, 2013, 12:23:58 pm**

The diabolic creatures ambush was finally repelled. Luckily we had to deal with only one Voidspawn - others were distracted by some butcher who fled and led them outside to the forest, where was killed. But by that time we dealt with their leader, so they left. Lucky we are!
But we lost a few dwarves. An axedwarf Ducim Regorshar who was on duty at the barracks, Voiceinthefan The Rescue Toaster who was the first to react to siren - both died. Also Puff the Stonewhisperer got severe injures. And Thikut, baby of Puff and Voices got leg broken and unlikely to survive.
This should never repeat! Miners, when the fuck you finish magma tank?!

EDIT. Oops, I was wrong. they haven't left, they just regrouped. And their leader wasn't the one who we killed - there are master swordsman among them.

((AnimaRytak, they all come naked and unarmed. Not if I objected, but is it intentional?))

They just killed Krosan III, and we all stationed inside the walls waiting for them. I ordered the bridge to be raised, but then another lasher ran in and we charged. The bastard grabbed Tekkud - that hopeless idiot who tried to feed the dead rabbit - and then some one finally pulled the lever. Bridge raised crushing the voidspawn and locking Tekkud outside.

 (<http://imageshack.us/photo/my-images/546/voidambush2.png/>)

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **March 30, 2013, 12:35:15 pm**

He may have designed them not to use weapons... or not set it up correctly. Not that I'm complaining, since they beat so many dwarves to death with a damn sock.

I'm interested to see what happens to Puff... maybe he'll survive? :D

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **peregarrett** on **March 30, 2013, 12:48:57 pm**

I just noticed- Krosan managed to kill the swordsman before death! Badass bastard!

And Deprislava finally made her artifact tetrahedrite mechanism. It's called The Certainty of Bravery and has image of Murdermachines foundation. So true....

Tekkud is dead. Finally no more shouting for dead rabbit i our halls.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **March 30, 2013, 01:10:56 pm**

Yaaaaaay!

Wait, I died AGAIN? :o

My quest to achieve the most reincarnations in Deathgate II is onto a wonderful start.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **StLeibowitz** on **March 30, 2013, 03:04:48 pm**

Throw me into the next fight so I can get a male body on my next reincarnation!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **March 30, 2013, 04:07:44 pm**

The voidspawn nudity issue is known to me. However i don't believe it can be fixed on existing worlds.

It's the one thing keeping them from being overpowered.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **March 30, 2013, 07:35:38 pm**

I'm actually fond of the idea of the voidspawn not innately wielding weapons. They clearly have weapons skill; will they grab weapons as they score kills?

At any rate I like the idea of being able to set up pillboxes and shoot at them; Murdermachines looks like it may more or less degenerate into the most awesome tower defense game imaginable.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **wlerin** on **March 30, 2013, 07:37:52 pm**

Quote from: AnimaRytak on March 30, 2013, 04:07:44 pm
The voidspawn nudity issue is known to me. However i don't believe it can be fixed on existing worlds.
It's the one thing keeping them from being overpowered.
Just give them whips for arms. Problem solved (?)

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Wastedlabor** on **March 30, 2013, 07:57:38 pm**

A voidspawn's first words upon arrival:

I NEED YOUR CLOTHES, YOUR BOOTS, AND YOUR MINECART

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **March 30, 2013, 11:05:21 pm**

Quote from: kefkakrazy on March 30, 2013, 07:35:38 pm
I'm actually fond of the idea of the voidspawn not innately wielding weapons. They clearly have weapons skill; will they grab weapons as they score kills?
At any rate I like the idea of being able to set up pillboxes and shoot at them; Murdermachines looks like it may more or less degenerate into the most awesome tower defense game imaginable.

~~Plaguebringers will ruin~~
Never mind.

Anyways, drones are actually suppose to fight nude, or at least without weapons. Warriors, Patriarchs, and Overlords are suppose to wield up to four weapons in each of their arms. They have four.
Also they should wear steel.

Quote from: Wastedlabor on March 30, 2013, 07:57:38 pm
A voidspawn's first words upon arrival:
I NEED YOUR CLOTHES, YOUR BOOTS, AND YOUR MINECART

Except it would sound like a shrill scretch of hate and rage. Followed by face eating.

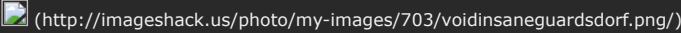
Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Lolfail0009** on **March 30, 2013, 11:14:35 pm**

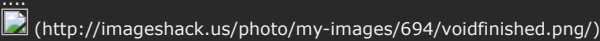
Quote from: AnimaRytak on March 30, 2013, 11:05:21 pm
Except it would sound like a shrill scretch of hate and rage. Followed by face eating.
Sounds like the average girlfriend on her period. Wouldn't know, personally.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Gentlefish** on **March 30, 2013, 11:37:11 pm**

Live, puff, LIVEEE

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **peregarrett** on **March 31, 2013, 03:21:02 am**

Chroncles of Voidspawn ambush contunie. They killed Tekkud and stepped back to the place where Krosan died. We took a timeout to think and choose right tactic. But suddenly...

What the hell?! How have he got out?!
Now we have no choice but charge!

....

We are victoriuos. Thaddeus is dead, a few are injured... Rokezan stole the kill from Baelor, and another spawn was finished by Zefon the marksdwarf. Time to finish that piece of wall and concentrate on enforcing the military

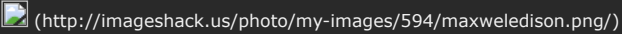
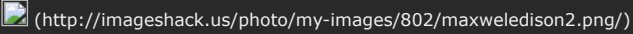
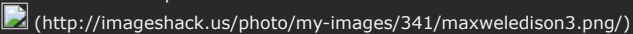
Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Lolfail0009** on **March 31, 2013, 03:49:19 am**

One kill to Rokenzan! The music begins to play!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **peregarrett** on **March 31, 2013, 06:04:08 am**

Quote from: Lolfail0009 on March 31, 2013, 03:49:19 am
One kill to Rokenzan! The music begins to play!

Your dorf applied old anti-vampire techique in a modern way. A wooden stick straight in the head! And it worked.

Also, Maxwell Edison was REALLY unlucky.

And we are really, really unlucky.

But.. we have a superhero! All hail Baelor the Malevolent!



And Aoshi burned himself when was filing the magma tank. Only his copper pick remained.

You know what's the most disturbing? Elves brought NO WOOD!!!
Having the emergency situation, I made harsh but necessary decision. We took all wooden armor rfrom elves and will wear it till our magma works are out.
Also we took whatever seemed useful. Elves spoke nothing - they saw the battle between Maxwel and Baelor and were very impressed.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **StLeibowitz** on **March 31, 2013, 07:50:48 am**

Now, this may be a bit late, but:

Quote from: peregarrett on March 31, 2013, 03:21:02 am
What the hell?! How have he got out?!

| | |
|---|--|
| Now we have no choice but charge! | |
| LEEEEEEEEEERRRRROOOOYYYYY JEEEEENNNNKIIINNSSS | |
| Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)
Post by: AnimaRytak on March 31, 2013, 07:58:13 am | |
| Voidspawn bites are nasty as hell.
Just as I intended. | |
| Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)
Post by: tryrar on March 31, 2013, 10:46:20 am | |
| Heh, so I'm a swordsdorf coo-HEY WHY AM I A WEAKLING?! | |
| Also, did I get any kills in that furball? | |
| Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)
Post by: renegadelobster on March 31, 2013, 01:47:41 pm | |
| Well Thaddeus is dead again...after being beat to death with a sock. Whelp, slap a number 3 on the end of the Fail Saints name and redorf away!!! Tallyho! | |
| Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)
Post by: kefkakrazy on March 31, 2013, 02:52:47 pm | |
| Quote from: AnimaRytak on March 31, 2013, 07:58:13 am
Voidspawn bites are nasty as hell.
Just as I intended. | |
| Do voidspawn thralls get the funbites too? | |
| Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)
Post by: SquatchHammer on March 31, 2013, 09:56:51 pm | |
| Quote from: renegadelobster on March 31, 2013, 01:47:41 pm
Well Thaddeus is dead again...after being beat to death with a sock. Whelp, slap a number 3 on the end of the Fail Saints name and redorf away!!! Tallyho! | |
| They're dead Dave. Everybody's dead Dave. Dave everybody is dead Dave, everybody is dead. Dead, everybody is dead. Everybody Dave, they're all dead.
Even Thaddeus?
They're all dead Dave. Everybody's dead Dave, Dave everybody is dead. | |
| Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)
Post by: peregarrett on April 01, 2013, 06:17:11 am | |
| Prosnorkulus II died in the hospital. I guess we should have made some soap... and built a well. Whatever, he'll get new vessel soon! | |
| Magma forges are up and working. A set of smelters is making whole production chain fro steel bars on repeat. Soon we'll have fully steel-clad military! | |
| Meanwhile, miners are sent for precious blue metal... | |
| EDIT:
Holy shit.
 | |
| Can you believe that? Just a single tile mined! | |
| Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)
Post by: NRDL on April 01, 2013, 06:52:33 am | |
| Can the demons be used to the kill any voidspawn? Or vice versa? | |
| Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)
Post by: Yuli Viasi on April 01, 2013, 08:54:01 am | |
| 'Hey guys, remember us?!'
<i>The demon fainted from fear</i> | |
| Quote from: NRDL on April 01, 2013, 06:52:33 am
Can the demons be used to the kill any voidspawn? Or vice versa? | |
| I guess it's true: When a Bay12 member encounters a problem he'll just use it to solve another one. Or kill something. | |
| EDIT: Are we fucked? Please let Malach engrave something, with all those fights going on there's got to be something interesting. | |
| Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)
Post by: GentlemanRaptor on April 01, 2013, 09:48:57 am | |
| Holy shit. Already? Well, maybe we can funnel the demons to the voidspawn and see who wins. Or, funnel the voidspawn into hell and let them clean house. | |
| Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)
Post by: kefkakrazy on April 01, 2013, 09:50:22 am | |
| Oh. Oh, God. We don't have... We don't have Noodle yet. Or the Obsidianizer, or the Goblin War Criminal Death Trap, or... or anything! | |
| ANYTHING! | |
| I'd definitely like to see how a Voidspawn/Demon war came ou- | |
| "The Voidspawn Thrall Monkey Brute is enraged!" | |
| FFFFFFFFFFFFFFFFFFFFF- | |
| Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)
Post by: The Mad Fool on April 01, 2013, 10:05:16 am | |
| ...well, aren't we screwed. | |
| Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)
Post by: Blade Master Model 42 on April 01, 2013, 11:22:52 am | |
| Boy, I hope that can be closed off. | |
| Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)
Post by: CognitiveDissonance on April 01, 2013, 11:31:31 am | |
| Just keep them away from my shinies! I should prepare a proper post soon, to introduce my character... | |
| Also, what kind of a surprise awaits in the pillar? Are they made of soap? | |
| Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)
Post by: peregarrett on April 01, 2013, 01:07:17 pm | |
| Hehehehehehehe.... | |
| <i>Slate fools!</i>
:D :D :D :D :D :D :D :D
I tricked you all! | |
| But idea of sending demons against Voidspawn fills my soul with tender warmth... I think, YES!!! That's quite a project!!! | |
| Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)
Post by: kefkakrazy on April 01, 2013, 01:08:57 pm | |
| Quote from: peregarrett on April 01, 2013, 01:07:17 pm
Hehehehehehehe....
<i>Slate fools!</i>
:D :D :D :D :D :D :D :D
I tricked you all!

But idea of sending demons against Voidspawn fills my soul with tender warmth... I think, YES!!! That's quite a project!!! | |

This may be the best one I've seen all day.

In seriousness, what's current fort status? Do you really have magma forges set up? Have you really found adamantine?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **peregarrett** on **April 01, 2013, 01:12:05 pm**

[Quote from: kefkakrazy on April 01, 2013, 01:08:57 pm](#)
In seriousness, what's current fort status? Do you really have magma forges set up? Have you really found adamantine?
Yes, we have a spire rising from cavern lake, and another in the magma sea. Everything was true except adamantine mining and demons.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **slowpokez** on **April 01, 2013, 01:54:49 pm**

I can't believe I fucking fell for this ::)

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **The Mad Fool** on **April 01, 2013, 02:49:14 pm**

[Quote from: peregarrett on April 01, 2013, 01:07:17 pm](#)
Hehehehehehehe....
Slate fools!
:D :D :D :D :D :D :D :D :D :D
I tricked you all!

claps heartily Well played, sir, well played.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **InZane** on **April 01, 2013, 03:34:45 pm**

I love my dorf

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **April 01, 2013, 04:54:36 pm**

[Quote from: kefkakrazy on March 31, 2013, 02:52:47 pm](#)
[Quote from: AnimaRytak on March 31, 2013, 07:58:13 am](#)
Voidspawn bites are nasty as hell.
Just as I intended.

Do voidspawn thralls get the funbites too?

They do not, only drones and above have funbites.

And that was a damn good trick peregarrett. Well played good Sir, well played.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **CognitiveDissonance** on **April 01, 2013, 05:02:05 pm**

[Quote from: AnimaRytak on April 01, 2013, 04:54:36 pm](#)
And that was a damn good trick peregarrett. Well played good Sir, well played.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **April 01, 2013, 05:02:43 pm**

[Quote from: AnimaRytak on April 01, 2013, 04:54:36 pm](#)
[Quote from: kefkakrazy on March 31, 2013, 02:52:47 pm](#)
[Quote from: AnimaRytak on March 31, 2013, 07:58:13 am](#)
Voidspawn bites are nasty as hell.
Just as I intended.

Do voidspawn thralls get the funbites too?

They do not, only drones and above have funbites.
And that was a damn good trick peregarrett. Well played good Sir, well played.

I still wonder what happens re: voidspawn and demons.

If demons can be thralled, that would possibly be the funniest thing ever.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **April 01, 2013, 05:13:01 pm**

[Quote from: kefkakrazy on April 01, 2013, 05:02:43 pm](#)
[Quote from: AnimaRytak on April 01, 2013, 04:54:36 pm](#)
[Quote from: kefkakrazy on March 31, 2013, 02:52:47 pm](#)
[Quote from: AnimaRytak on March 31, 2013, 07:58:13 am](#)
Voidspawn bites are nasty as hell.
Just as I intended.

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They do not, only drones and above have funbites.
And that was a damn good trick peregarrett. Well played good Sir, well played.

I still wonder what happens re: voidspawn and demons.
If demons can be thralled, that would possibly be the funniest thing ever.

Actually, because of how the syndrome works, voidspawn thralls actually stop being whatever they used to be and transform into an undead dwarf clone.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **April 01, 2013, 05:30:43 pm**

Anima, your words are going across the screen, but try as I might, all I can see is "we must build a bunker filled with captured voidspawn and dump them on the demons!"

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Lolfail0009** on **April 01, 2013, 05:48:38 pm**

It's a little late, but peregarrett, you son of a bitch.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **GentlemanRaptor** on **April 01, 2013, 05:53:41 pm**

[Quote from: kefkakrazy on April 01, 2013, 05:30:43 pm](#)
Anima, your words are going across the screen, but try as I might, all I can see is "we must build a bunker filled with captured voidspawn and dump them on the demons!"

Like the DUCKOTRON, except even more fun! This is something I can get behind.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Teh_Idort** on **April 01, 2013, 07:33:54 pm**

[Quote from: GentlemanRaptor on April 01, 2013, 05:53:41 pm](#)
Like the DUCKOTRON, except even more *fun*! This is something I can get behind.

[Quote from: GentlemanRaptor on April 01, 2013, 05:53:41 pm](#)
DUCKOTRON, except even more fun!

[Quote from: GentlemanRaptor on April 01, 2013, 05:53:41 pm](#)
I think something is more fun than the DUCKOTRON!

HERESY. NAUGHT IS MORE *FUN* THAN THE DUCKOTRON
Spoiler (click to show/hide)



Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **GentlemanRaptor** on **April 01, 2013, 07:44:27 pm**

I'ma go hide from the inquisitors now.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Teh_Idort** on **April 01, 2013, 08:16:58 pm**

Quote from: GentlemanRaptor on April 01, 2013, 07:44:27 pm
I'ma go hide from the inquisitors now.

YOU ACT AS IF YOU EXPECT THEM... KNAVE. NO ONE CAN EXPECT THE DWARVISH INQUISITION.

[Spoiler](#) (click to show/hide)



Ok, I'm done spamming with shitty paint images, I swear. For reals.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **gunpowdertea** on **April 02, 2013, 05:34:35 am**

Wow. Voidspawn *are* badass. That syndrome... how long did it take for Maxwell Edison to transform after the bite?

Oh, and @ slate-fool: *claps hand* well played. Now *dig deeper!*

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **peregarrett** on **April 02, 2013, 05:44:34 am**

Quote from: gunpowdertea on April 02, 2013, 05:34:35 am
Wow. Voidspawn *are* badass. That syndrome... how long did it take for Maxwell Edison to transform after the bite?
Well, he transformed half-way to the hospital. I guess if it takes ten times longer - the post-transformation effect would cause much more FUN.

Quote
Oh, and @ slate-fool: *claps hand* well played. Now *dig deeper!*
Thanks, I'm honored. Yes, I definitely will arrange the clash between Voidspawn and Hellspawn. Or set up The Arena at least.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Nonsequitorian** on **April 02, 2013, 06:39:17 am**

Am I dead yet? If so, I request kindly a re-dwarfing.

Also this is turning out to be as awesome as I'd hoped. I can't wait till I can open this bag of worms and write a big thing about it.


Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **peregarrett** on **April 02, 2013, 07:31:46 am**

Quote from: Nonsequitorian on April 02, 2013, 06:39:17 am
Am I dead yet? If so, I request kindly a re-dwarfing.
Also this is turning out to be as awesome as I'd hoped. I can't wait till I can open this bag of worms and write a big thing about it.
Huh? You aren't in Dorfinator, and I don't see your request. Add yourself there!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **SanDiego** on **April 02, 2013, 07:43:07 am**

I'm not dead! Most excellent!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **peregarrett** on **April 02, 2013, 03:07:18 pm**

18th Galena
We got migrant wave, and human merchants. And a few days after that goblin siege appeared. Just goblins.
 (<http://imageshack.us/photo/my-images/195/goblinsiege.png/>)
FUCK YOU GOBLINS!!! I don't care if they stay under our walls forever. I just will show them my ass from above!


We locked the gate and they stumbled in confusion. Screw them, we need to arm our military with steel before charging into fight. Also, we captured a few their war jabberers.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **CognitiveDissonance** on **April 02, 2013, 03:13:21 pm**

You misunderstand. Those are Goblin migrants, who have heard about the wealth of the fortress and have come to live in our cages/moats/arenas.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **peregarrett** on **April 02, 2013, 03:34:14 pm**

Quote from: CognitiveDissonance on April 02, 2013, 03:13:21 pm
You misunderstand. Those are Goblin migrants, who have heard about the wealth of the fortress and have come to live in our cages/moats/arenas.
Who needs goblins when we have Voidspawn and Hellspawn? Screw them, I don't have time for that now.

Meanwhile...
 (<http://imageshack.us/photo/my-images/839/peregarretteartifact.png/>)
Nothing so special, but nice thing anyway. Spikes and octagon cut gem. Called Alliedbraided.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **TheFlame52** on **April 02, 2013, 03:36:04 pm**

Awww, look at Derm's little baybeee! :P

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **SanDiego** on **April 02, 2013, 05:13:29 pm**

All right. One would say, I'd get used to this, but HELL NO.

War jabberers and rutherers? Normal. Giant rat, toad and olms? I can deal with. But giant cave swallow? The hell? Since when do goblins use *freaking giant swallows*?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Mr Space Cat** on **April 02, 2013, 07:24:50 pm**

Ever since giant common domestic birds were badass.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **GentlemanRaptor** on **April 02, 2013, 09:22:22 pm**

This is no doubt the end result of years of intensive breeding by goblins who had only ever seen poorly-drawn images of dragons. This is as close as they got.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **gunpowderte** on **April 02, 2013, 11:43:41 pm**

You think they invented the Giant-Cave-Swallow-O-Tron? Oh Gods!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Teh_Idort** on **April 03, 2013, 09:34:14 am**

Quote from: gunpowderte on April 02, 2013, 11:43:41 pm
You think they invented the Giant-Cave-Swallow-O-Tron? Oh Gods!

Speaking of Giant cave swallows. What kind of wildlife do we have at the fort? I don't recall ever reading what populates the wilderness.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **peregarrett** on **April 03, 2013, 09:44:08 am**

Quote from: Teh_Idort on April 03, 2013, 09:34:14 am
Quote from: gunpowderte on April 02, 2013, 11:43:41 pm
You think they invented the Giant-Cave-Swallow-O-Tron? Oh Gods!

Speaking of Giant cave swallows. What kind of wildlife do we have at the fort? I don't recall ever reading what populates the wilderness.
crow men, thrips men, mantis men, moth men, mosquito men. Mostly that stuff.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **April 03, 2013, 01:11:29 pm**

Quote from: peregarrett on April 03, 2013, 09:44:08 am
Quote from: Teh_Idort on April 03, 2013, 09:34:14 am
Quote from: gunpowderte on April 02, 2013, 11:43:41 pm
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Speaking of Giant cave swallows. What kind of wildlife do we have at the fort? I don't recall ever reading what populates the wilderness.
crow men, thrips men, mantis men, moth men, mosquito men. Mostly that stuff.

And the crowgirls.

Oh god the crowgirls...

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **April 03, 2013, 01:37:42 pm**

So do we actually have any animals here, or is Murdermachines just the universe's biggest furry convention slash charnel house?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Teh_Idort** on **April 03, 2013, 02:40:55 pm**

Quote from: AnimaRytak on April 03, 2013, 01:11:29 pm
Quote from: peregarrett on April 03, 2013, 09:44:08 am
Quote from: Teh_Idort on April 03, 2013, 09:34:14 am
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crow men, thrips men, mantis men, moth men, mosquito men. Mostly that stuff.

And the crowgirls.

Oh god the crowgirls...

Lets make a crowgirl love pit for our visitors! Give them a proper body invasion course for integration into the fort!

Murder-Machines, You aren't welcome unless you have had somebody inside you at least once.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **peregarrett** on **April 03, 2013, 02:52:46 pm**

Quote from: AnimaRytak on April 03, 2013, 01:11:29 pm
Oh god the crowgirls...
Who asked for crow girls? We got a few
Quote from: kefkakrazy on April 03, 2013, 01:37:42 pm
So do we actually have any animals here, or is Murdermachines just the universe's biggest furry convention slash charnel house?
 (http://imageshack.us/photo/my-images/541/wilds.png/)
You see, sometimes you occasionally get giant things.
As for domestic animals, we have a lot of dogs. And puppies are constantly popping out.

It's winter now. Siege was lifted, human merchants let out. The Arena is dug, but not completed yet.

Just when we tried to pit one of crowgirls (they are flying, so we failed), we got this:
 (http://imageshack.us/photo/my-images/694/quadruped.png/)

It's wandering in unreachable caverns. Screw it.

Quote from: Teh_Idort on April 03, 2013, 02:40:55 pm
Lets make a crowgirl love pit for our visitors! Give them a proper body invasion course for integration into the fort!
Murder-Machines, You aren't welcome unless you have had somebody inside you at least once.
Well.. actually, we have only three crow MEN left. Crowgirl got her "treatment" with exceptional iron mace, after a few hours of chasing.

Olm men easily killed that snow thing. Good job, sleezies!

Oops. We had three goblin ambushes, and we lost Xaren to them. Also, there are many injures. But enemies are cut down to last man!
But new Drop Shaft works fine. Jaberrers are exploding on impact!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Nonsequitorian** on **April 03, 2013, 03:46:03 pm**

Quote from: peregarrett on April 02, 2013, 07:31:46 am
Quote from: Nonsequitorian on April 02, 2013, 06:39:17 am
Am I dead yet? If so, I request kindly a re-dwarfing.

Also this is turning out to be as awesome as I'd hoped. I can't wait till I can open this bag of worms and write a big thing about it.
Huh? You aren't in Dorfinator, and I don't see your request. Add yourself there!

Quote from: Nonsequitorian on January 08, 2013, 10:54:57 am
Also a dorf, bitte. Thorkild Járnóx, Axedwarf, woodcutter, and carpenter

I was on the second page.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Mr Space Cat** on **April 03, 2013, 07:06:03 pm**

Quote from: Teh_Idort on April 03, 2013, 02:40:55 pm
Murder-Machines, You aren't welcome unless you have had somebody inside you at least once.
Do we have a quotes hall of fame in the OP? Because this needs some sorta out of context quote hall of fame.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **GentlemanRaptor** on **April 03, 2013, 08:08:52 pm**


[Quote from: Mr Space Cat on April 03, 2013, 07:06:03 pm](#)


[Quote from: Teh Idort on April 03, 2013, 02:40:55 pm](#)


Murder-Machines, You aren't welcome unless you have had somebody inside you at least once.
Do we have a quotes hall of fame in the OP? Because this needs some sorta out of context quote hall of fame.

Oh yeah we do.


Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **peregarrett** on **April 04, 2013, 12:58:45 am**


So, this ends the year and my reign and...

WUT?


Argh, forget it.



Here are the main points of our current fortress.
The magmaworks:



The Arena:




Why it's ass-shaped? Just because.
The "asshole" moat should be filled with magma, and we're working on the piston pump to get it there. Not finished yet.


The temple and The Drop:



To drop an annoying citizen just recruit him to the Special Force Squad and station there. Then pull the lever.

Cavern animals trap:

Giant Cave Spiders would be very useful if we want to capture some Voidspawns.

The main level:


The workzone:


The surface:


The save: <http://dffd.wimbli.com/file.php?id=7536>

Good luck anyone. Haven't redorfed anyone, but updated current statuses in Dorfinator.

TODO list for next guy:
- Improve The Arena with magma moat, traps, baits, cleaning system and so on. Also, a Voidspawn part requires access to the surface, so they can reach the Arena.
- Steel-clad military. Now it's armed with iron weapons, and iron armor is queued for smiths. Also, adamantine production isn't set up yet.
- Shooting ranges and more archers.
- Ballista battery and more traps. Upright spikes are only that works against Voidpaw. Or Webtraps. Or shoguns.
- Mayor quarters.
- Replace wooden walls with rock blocks! Traders bring their wood depending on how much wood logs we have, counting those that are uces as constructions. Cutting trees could be too dangerous.
- ? ? ? ?
- PROFIT!!!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **StLeibowitz** on **April 04, 2013, 05:39:30 am**

Jabberer gibbs? The pit works? My baby is *functional*? :D

It seems that my microcline Voidspawn atomizer gate has been walled shut, though. Very well, I suppose...you guys can deal with the plague-ridden unholy half-dwarves the old-fashioned way, I guess...
And good turn :)

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **RumblingNoise** on **April 04, 2013, 05:48:16 am**

I'd like to be dwarfed;
Name: Rmm
Job Name: Spearstab dwarf
Profession: Speardwarf/carpenter/engraver

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **peregarrett** on **April 04, 2013, 05:57:36 am**

[Quote from: StLeibowitz on April 04, 2013, 05:39:30 am](#)

Jabberer gibbs? The pit works? My baby is *functional*? :D

It seems that my microcline Voidspawn atomizer gate has been walled shut, though. Very well, I suppose...you guys can deal with the plague-ridden unholy half-dwarves the old-fashioned way, I guess...
And good turn :)

I fixed your pit - made the shaft wider, so falling creatures don't skid along walls slowing down.

Aha, that's how those bridges are supposed to work. I was curious what are they for. But they were walled already.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Wastedlabor** on **April 04, 2013, 06:05:58 am**

You guys could at least put a door in Dappercat's room. Give him some privacy.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **CognitiveDissonance** on **April 04, 2013, 09:36:24 am**

Most of you probably know, but Age of Legends means that megabeast killing has reached a threshold. Somewhere a beast or five have been slain.
Great turn Peregarrett!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **☺!!!Troll Fur Sock!!!☺** on **April 04, 2013, 11:17:23 am**

This.
This is amazing.

But I don't think I can take my turn now... can I be next?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **peregarrett** on **April 04, 2013, 01:39:44 pm**

[Quote from: CognitiveDissonance on April 04, 2013, 09:36:24 am](#)

Most of you probably know, but Age of Legends means that megabeast killing has reached a threshold. Somewhere a beast or five have been slain.
It must be snow quadruped beast that was killed by olm men. I guess whole world is frozen when the Fortress game is in progress, so no game-simulated adventurers killing beasts on the another world's edge.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **April 04, 2013, 02:43:32 pm**

It's the AGE OF LEGENDS!?

Sweet Jeebus Wibbly hook up the flying machines. Someone send an emissary to Lews Therin *right friggin' now* so we can make him our king.

Then Anima can bodysnatch him so we have a vessel powerful enough to smite the voidspawn once and for all.

(wheel of time yay)

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Urist McDwarfFortress** on **April 04, 2013, 03:19:19 pm**

I can't help but notice that you labeled the buttocks "V" and "H". What does that stand for? Or were you planning on adding more?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **CognitiveDissonance** on **April 04, 2013, 03:20:53 pm**

On an unrelated topic...

I must have gems! I must have a gem workshop! I must cut gems!
And if anyone else touches my gems... I CUT THEM! With gems.

I should do a write-up for my character...

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Mr Space Cat** on **April 04, 2013, 09:06:05 pm**

Quote from: kefkakrazy on April 04, 2013, 02:43:32 pm
It's the GE OF LEGENDS!

Sweet Jeebus Wibbly hook up the flying machines. Someone send an emissary to Lews Therin *right friggin' now* so we can make him our king. Then Anima can bodysnatch him so we have a vessel powerful enough to smite the voidspawn once and for all.
(wheel of time yay)

And then we can have the messiest beserking and tantrum spiral of all time.

There'd be ludicrous gibs of his relatives everywhere!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **peregarrett** on **April 04, 2013, 11:24:15 pm**

Quote from: Urist McDwarfFortress on April 04, 2013, 03:19:19 pm
I can't help but notice that you labeled the buttocks "V" and "H". What does that stand for? Or were you planning on adding more?

For Voidspawn and Hellspawn, obviously. Each team gathers at its hall and then the bridge is lowered.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Chimpanzee** on **April 05, 2013, 03:05:25 am**

Quote from: ☺!Troll Fur Sock!☺ on April 04, 2013, 11:17:23 am
This.
This is amazing.

But I don't think I can take my turn now... can I be next?

Guess I can take my turn now, even though I can be too busy at times.
I've downloaded the save, I hope I'll be able to post an update today.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **StLeibowitz** on **April 05, 2013, 05:24:25 am**

Quote from: peregarrett on April 04, 2013, 05:57:36 am
Aha, that's how those bridges are supposed to work. I was curious what are they for. But they were walled already.

My basic idea was that there would be a convoluted three-dimensional maze (wagon-traversable), then the atom smasher hallway, then the militia itself on the off-chance anyone got through. Since voidspawn destroy buildings, I put a trench in front of the anchors of the bridges so they couldn't get to it. It was to be a marvel on the scale of the sacrificial pit - which *also* didn't work until now. I think I'm just incompetent when it comes to large bits of dwarven engineering.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Viasi** on **April 05, 2013, 05:45:02 am**

Quote from: peregarrett on April 04, 2013, 11:24:15 pm
Quote from: Urist McDwarfFortress on April 04, 2013, 03:19:19 pm
I can't help but notice that you labeled the buttocks "V" and "H". What does that stand for? Or were you planning on adding more?

For Voidspawn and Hellspawn, obviously. Each team gathers at its hall and then the bridge is lowered.

What if the hellspawn just flies over the moat?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **peregarrett** on **April 05, 2013, 05:56:24 am**

Quote from: Yuli Viasi on April 05, 2013, 05:45:02 am
Quote from: peregarrett on April 04, 2013, 11:24:15 pm
Quote from: Urist McDwarfFortress on April 04, 2013, 03:19:19 pm
I can't help but notice that you labeled the buttocks "V" and "H". What does that stand for? Or were you planning on adding more?

For Voidspawn and Hellspawn, obviously. Each team gathers at its hall and then the bridge is lowered.

What if the hellspawn just flies over the moat?

Oops then. Or raising bridges.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Chimpanzee** on **April 05, 2013, 11:03:09 am**

Peregarrett, thank you for leaving me with all that mess.
I've made a look at the arena, the mayor's quarters, the surface, the temple, the GCS trap and whatever you left for me. I'll try to fix some of those in a while.

Granite 1, 255

Well, guess it's time to block all those open stairways in order to control flying FB invasions.
I've ordered the construction of some upward stairs in place of some U/D stairs.

I've quickly replaced the order for iron armor with steel armor.

As of the military, I've tried to make a different schedule so that more soldiers train at once. It's disturbing to see there're only 3 active military vessels.

I've ordered the construction of rock cabinets, seeing the utter mess that has been made of our living quarters.

Speaking about quarters, I've ordered the furnishing of our mayor's quarters and their engraving.

Granite 3, 255

Our moody weaver has finally started her secret construction.

Granite 8, 255

The usual useless crap.

Slate 1, 255
Here's a summary of my first session:
Well, nothing special has happened.
I've done a small modification to the military schedule. After that a whole squad of several axedorfs went on duty.
The smiths have already started working on steel armor. I'm trying to get started with the steel industry.
The mayor's quarters are almost ready. I've furnished them, but they still don't satisfy the parasite, who is currently unhappy.
Tosid's mood was finished, she's now a legendary weaver, and she's on a repeated hematite smelting duty atm.
Jables and Ulborb have found a hematite vein and mined it.
I've replaced some wooden walls with rock block walls, though the job is not done yet.
I have yet to touch our ass-shaped arena and the magma piston.

No one has been dorfed as of yet, I'll try to do dorfings in my next session, probably after migrants arrive.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **CognitiveDissonance** on **April 05, 2013, 11:34:13 am**

Quote from: Chimpanzee on April 05, 2013, 11:03:09 am
Slate 1, 255
Tosid's mood was finished, she's now a legendary weaver, and she's on a repeated hematite smelting duty atm.

"I am a Legendary Weaver! Nobody handles cloth like me"
"Yeah, that's great. Hey, are you done? If so, we need to smelt this ten thousand large load of hematite. I'll see you next month."
"WHAT AN OUTRAGE! I AM A LIVING LEGEND! I SHOULD BE WEAVING"
"That's nice. Tell you what, pretend you are weaving metal out of this ore. Now get to work."

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Chimpanzee** on **April 05, 2013, 11:39:34 am**

Quote from: CognitiveDissonance on April 05, 2013, 11:34:13 am
"I am a Legendary Weaver! Nobody handles cloth like me"
"Yeah, that's great. Hey, are you done? If so, we need to smelt this ten thousand large load of hematite. I'll see you next month."
"WHAT AN OUTRAGE! I AM A LIVING LEGEND! I SHOULD BE WEAVING"
"That's nice. Tell you what, pretend you are weaving metal out of this ore. Now get to work."

Sigged, if you are fine with that.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **CognitiveDissonance** on **April 05, 2013, 11:43:10 am**

Quote from: Chimpanzee on April 05, 2013, 11:39:34 am
Quote from: CognitiveDissonance on April 05, 2013, 11:34:13 am
"I am a Legendary Weaver! Nobody handles cloth like me"
"Yeah, that's great. Hey, are you done? If so, we need to smelt this ten thousand large load of hematite. I'll see you next month."

"WHAT AN OUTRAGE! I AM A LIVING LEGEND! I SHOULD BE WEAVING
"That's nice. Tell you what, pretend you are weaving metal out of this ore. Now get to work."
Signed, if you are fine with that.

Of course, and I'll feel all honoured too :D
EDIT: Looking at it, I'm inspired to create this:

Overseer Uristbergh: Hello, Weaver. What's happening? Uh...we have sort of a problem here. Yeah. You apparently are not smelting hematite.
Weaver McGibbons: Oh, yeah. I'm sorry about that. I, I forgot.
Overseer Uristbergh: Mmmm...yeah. You see, not doing any clothmaking around here. We are smelting hematite. Did you see the memo about this?
Weaver McGibbons: Yeah. Yeah. Yeah. I have the memo right here. I just uh...forgot. But, uh, we already have a lot of iron, so there's no problem.
Overseer Uristbergh: Yeah. If you could just go ahead and make sure you do that from now on, that will be great. And uh, I'll go ahead and make sure you get another copy of that memo. Mmmkay? Bye bye, Weaver.
Weaver McGibbons: No, I...I have the memo. I've got it. It's right...
[Uristbergh isn't listening and walks away from Weaver's smelter]

later
[Weaver tries to shut the smelter down to leave early to avoid Uristbergh but he's too late]
Overseer Uristbergh: Hello Weaver. What's happening? Um, I'm gonna need you to go ahead and come in tomorrow. So if you could be here around forever, that would be great. Mmmkay?
[he starts to walk away]
Overseer Uristbergh: Oh, oh, and I almost forgot. Uh, I'm also gonna need you to go ahead and come in when you are on break too. Okay? We, uh, lost some dwarves to an !!unfortunate accident!! and uh, we need to sorta catch up. Thanks.

COMING SOON! DWARF SPACE!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **April 05, 2013, 04:47:12 pm**

Any word on a danger room?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Chimpanzee** on **April 06, 2013, 04:41:28 am**

Slate 1, 225
Well it seems there are quite a few unclaimed vessels, so here it comes:

Dorfing time!
Here they are:

Spoiler: [Krosan IV](#) (click to show/hide)
Don't worry about your profession name, you're currently in the marksdwarf squad.



Spoiler: [Prosnorkulus III](#) (click to show/hide)
The fattest vessel I could find.



Spoiler: [Thaddeus III, The Fail Saint](#) (click to show/hide)
All hammervessels I could find were way too unskilled to fend voidspawn ambushes, so I claimed one of the active axedwarves.



Spoiler: [Aoshi II, Rocker](#) (click to show/hide)
Yes, that's right, you have a fat baby vessel on your dorf.



Spoiler: [Orvx, The Mad God](#) (click to show/hide)
He may not be skilled enough to be able to fend voidspawn invasions, but all other swordsvessels I could find are female. I've put him in the mixed melee squad.



Spoiler: [Voicesinthefan II, Rescue Toaster](#) (click to show/hide)
Anything you say? Here you go. You've claimed for yourself Aoshi II's obese baby vessel.



Slate 3, 225
YES!!! MORE FAT VESSELS, HERE I COME!!!

Spoiler: [Maxwell Edison II](#) (click to show/hide)
No doctor skills, but at least your dwarf should be able to craft those wooden splints pretty fast.
The four existing squads were full, so I've created a fifth squad for hammerdwarves and put him there.



Spoiler: [Thorkild Jarnox](#) (click to show/hide)
Your vessel has five cave crocodile kills, do you know it? Remember this till the day you die.



Slate 8, 225
We have MAGNETITE! Who needs hematite? Only those who really like to grind in worthless stone in order to find iron ore.
Ah, just as I was screening it I noticed that we have a giant bat invader in our fortress! Time to bring the military.
(Un)Fortunately, two seconds of unpasing were enough to see a giant bat carcass lying in the stairwell and no dwarf was injured.

Slate 9, 225
Seems we have no SIEGE WORKSHOP! I've ordered the construction of two of those so I can place some ballistae behind the entrance.

Slate 16, 225
WTF has happened to Vendix ?!?!?
No, don't tell me she was starving for two months on this little granite slope! I hope the peasants will construct that floor before she dies.

Felsite 6, 225
Guess I'll end my second session here.
From Slate 1 till now, the rock walls are almost finished.
The Mayor's quarters are done.
I've changed the squads' schedules and they should be much more active.
Added a hammerdorf squad.
I've placed cabinets in cluttered bedrooms.
Expanded existing finished goods and booze stockpiles, added furniture stockpile.
Vendix is now "Missing" in the unit list. I assume she starved to death.
I've started the first step towards ballistae: siege workshops. The workshops are done, now to the next step: Ballista parts.
Migrants have arrived. Almost everyone has been dorfed. I've made sure to ~~update~~ update the dorflist accordingly.
We have a dogspllosion.
Quote from: AnimaRytak on April 05, 2013, 04:47:12 pm

Any word on a danger room?
Screw danger rooms.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **April 06, 2013, 10:25:57 am**

I'm sure someone will eventually manufacture a danger room. Until then, we'll continue to enjoy massive casualties.
I submit that we should totally wait until we have like a hundred untrained stray dogs set up, plus a breeding stock, and dump the dogs in with captured voidspawn that we plan to send against the clowns.
Gotta stock those bugs up with thralls, make sure we have a nice army of the freaks before we open the circus...

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Vlas** on **April 06, 2013, 11:10:44 am**

Sounds like a plan.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **StLeibowitz** on **April 06, 2013, 12:43:38 pm**

But what do we do with our thrall army after the clowns are dead? If they convert the demons, we'd end up with another, worse problem than before - and I have absolutely no faith in the possibility of a scenario where the voidspawn fight the demons mano-a-mano and lose after inflicting enough casualties for our untrained immigrant militia to finish them off (i.e. the ideal scenario)

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **peregarrett** on **April 06, 2013, 01:06:15 pm**

Quote from: StLeibowitz on April 06, 2013, 12:43:38 pm
But what do we do with our thrall army after the clowns are dead? If they convert the demons, we'd end up with another, worse problem than before - and I have absolutely no faith in the possibility of a scenario where the voidspawn fight the demons mano-a-mano and lose after inflicting enough casualties for our untrained immigrant militia to finish them off (i.e. the ideal scenario)

Remember the name - Murdermachines! It speaks for itself.

Or, we can scream and run. That's always a choice.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **gunpowdertea** on **April 06, 2013, 02:33:25 pm**

Quote from: StLeibowitz on April 06, 2013, 12:43:38 pm
But what do we do with our thrall army after the clowns are dead? If they convert the demons, we'd end up with another, worse problem than before [...]

Bah! It's like bringing bull frogs to a place to kill the bunnies, no worries, like, at all!

Edit: Oh, and thanks for the Dorfing! I'll enjoy leading my squadmates to ~~deem~~ victory!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Blade Master Model 42** on **April 06, 2013, 03:00:23 pm**

Simple. If the Voidspawn win, they're vulnerable to magma, right?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Orange Wizard** on **April 06, 2013, 04:36:44 pm**

Quote from: Blade Master Model 42 on April 06, 2013, 03:00:23 pm
Simple. If the Voidspawn win, they're vulnerable to magma, right?
Somehow, I don't think that will work the way you intend.

Y'know, just a hunch...

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Blade Master Model 42** on **April 06, 2013, 05:37:25 pm**

Quote from: InsanityIncarnate on April 06, 2013, 04:36:44 pm
Quote from: Blade Master Model 42 on April 06, 2013, 03:00:23 pm
Simple. If the Voidspawn win, they're vulnerable to magma, right?
Somehow, I don't think that will work the way you intend.

Y'know, just a hunch...

No, it's simple. We set up a magma cistern connected to the Arena, then, in the event the Voidspawn win, we dump magma all over them. They should melt.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **StLeibowitz** on **April 06, 2013, 08:10:41 pm**

Quote from: Blade Master Model 42 on April 06, 2013, 05:37:25 pm
Quote from: InsanityIncarnate on April 06, 2013, 04:36:44 pm
Quote from: Blade Master Model 42 on April 06, 2013, 03:00:23 pm
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Operative word being "should". This whole thing has "grey goo disaster" written all over it.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Orange Wizard** on **April 06, 2013, 08:16:08 pm**

I think we should make a different plan. Like incinerating them... oh.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Blade Master Model 42** on **April 06, 2013, 08:23:27 pm**

Quote from: StLeibowitz on April 06, 2013, 08:10:41 pm
Quote from: Blade Master Model 42 on April 06, 2013, 05:37:25 pm
Quote from: InsanityIncarnate on April 06, 2013, 04:36:44 pm
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I don't know what this grey goo disaster you speak of is. In any case, magma tends to be a pretty solid failsafe, except with demons. I don't hear any better ideas either...

Quote from: InsanityIncarnate on April 06, 2013, 08:16:08 pm
I think we should make a different plan. Like incinerating them... oh.

With MAGMA! This guy has the right idea!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **GentlemanRaptor** on **April 06, 2013, 09:29:37 pm**

Quote from: Blade Master Model 42 on April 06, 2013, 08:23:27 pm
Quote from: StLeibowitz on April 06, 2013, 08:10:41 pm
Quote from: Blade Master Model 42 on April 06, 2013, 05:37:25 pm
Quote from: InsanityIncarnate on April 06, 2013, 04:36:44 pm
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Quote from: InsanityIncarnate on April 06, 2013, 08:16:08 pm
I think we should make a different plan. Like incinerating them... oh.

With MAGMA! This guy has the right idea!

There can be nothing wrong with magma incineration. Burn them all!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **bulborbish** on **April 06, 2013, 10:20:34 pm**

Quote from: kefkakrazy on April 06, 2013, 10:25:57 am
I'm sure someone will eventually manufacture a danger room. Until then, we'll continue to enjoy massive casualties.

I submit that we should totally wait until we have like a hundred untrained stray dogs set up, plus a breeding stock, and dump the dogs in with captured voidspawn that we plan to send against the clowns. Gotta stock those bugs up with thralls, make sure we have a nice army of the freaks before we open the circus...

Only in Murdermachines do we prepare an army of the undead and crazy to deal with the burgeoning demon threat.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **April 06, 2013, 10:52:10 pm**

What about a giant magma cannon shaped like a skull?
With eyes that ooze magma and a mouth that leads to the fortress.

And a sign that says "Elves welcome. No really, we mean it."

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **StLeibowitz** on **April 06, 2013, 11:38:59 pm**

Quote from: Blade Master Model 42 on April 06, 2013, 08:23:27 pm
I don't know what this grey goo disaster you speak of is. In any case, magma tends to be a pretty solid failsafe, except with demons. I don't hear any better ideas either...

Unsure if serious on grey goo, but if serious: it's the nanobot replication doomsday.

Also, the better idea involves a spider named Shelob and a yellow brick road with cage traps, plus an industrial-scale sacrificial temple to make the Aztecs weep with pride. NOTHING is totally immune to pointy sticks!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **April 07, 2013, 12:08:41 am**

Voidspawn are immune death due to drowning, decapitation, and dismemberment.
They are vulnerable to bleeding to death, although they are rather resistant, and glory of magma.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Blade Master Model 42** on **April 07, 2013, 12:30:56 am**

Quote from: StLeibowitz on April 06, 2013, 11:38:59 pm
Quote from: Blade Master Model 42 on April 06, 2013, 08:23:27 pm
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Unsure if serious on grey goo, but if serious: it's the nanobot replication doomsday.

I doubt the Voidspawn can make magma into thralls, but okay.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Orange Wizard** on **April 07, 2013, 04:07:39 am**

Quote from: Blade Master Model 42 on April 07, 2013, 12:30:56 am
Quote from: StLeibowitz on April 06, 2013, 11:38:59 pm
Quote from: Blade Master Model 42 on April 06, 2013, 08:23:27 pm
I don't know what this grey goo disaster you speak of is. In any case, magma tends to be a pretty solid failsafe, except with demons. I don't hear any better ideas either...
Unsure if serious on grey goo, but if serious: it's the nanobot replication doomsday.
I doubt the Voidspawn can make magma into thralls, but okay.

That makes me think of Erfworld: "I want you to uncroak the volcano."

...
Which actually makes it even more scary.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Viasi** on **April 07, 2013, 05:58:12 am**

Quote from: InsanityIncarnate on April 07, 2013, 04:07:39 am
Quote from: Blade Master Model 42 on April 07, 2013, 12:30:56 am
Quote from: StLeibowitz on April 06, 2013, 11:38:59 pm
Quote from: Blade Master Model 42 on April 06, 2013, 08:23:27 pm
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Unsure if serious on grey goo, but if serious: it's the nanobot replication doomsday.
I doubt the Voidspawn can make magma into thralls, but okay.
That makes me think of Erfworld: "I want you to uncroak the volcano."
...

Which actually makes it even more scary.
You mean that time almost everyone dies? Yeah, very encouraging...
Quote from: AnimaRytak on April 06, 2013, 10:52:10 pm
What about a giant magma cannon shaped like a skull?
With eyes that ooze magma and a mouth that leads to the fortress.
And a sign that says "Elves welcome. No really, we mean it."
The current above-ground fort looks kinda ugly, someone should polish it up. By the way, who started building that tower?
Quote from: InsanityIncarnate on April 06, 2013, 04:36:44 pm
Quote from: Blade Master Model 42 on April 06, 2013, 03:00:23 pm
Simple. If the Voidspawn win, they're vulnerable to magma, right?
Somehow, I don't think that will work the way you intend.
Y'know, just a hunch...
If the magma plan doesn't work after all we could just collide a giant phallus shaped pillar inside the ass arena and seal them off.


Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Viasi** on **April 07, 2013, 06:07:26 am**

I noticed that the second part of my 'journal' from page 38 is not linked to the first post. Not that it really matters, but for completitions sake I'd prefer my poorly implemented role-play (:') to be complete.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Chimpanzee** on **April 07, 2013, 08:19:48 am**


Why not place several magma pumps linked to the moat in the arena and flood it if the voidspawn win?


Ah, and now for updates.


Felsite 12, 225

The hopeless dehydrated vessel couldn't stand a chance. All other vessels are distracted with hauling tasks.
Vendix is, unfortunately, definitely dead.

Felsite 17, 225
Several elven and goblin vessels have arrived. One of the goblins was caged, the other wounded a cat and fled.
I hope the elves have brought wood.


Well, they have a little wood, only 21 logs.
Great, now we have 21 more wood in exchange for some bone-decorated iron flute and three gizzard stones.
Now thanks to our dwarves dumping all this worn cloth we have a giant wild boar at the guard post in place of that useless bunny.

Felsite 24, 225

I hope the vessel will grab some limestone rock and become a legendary engraver, or haul some hematite, place it at the top of the workshop and have an 'unfortunate accident'.

Hematite 02, 225

The adrenaline was in a rush, both in my blood and the blood of the combat vessels.
I've ordered the active squads to do the kill.
Dappercat was placing a trap to protect us. He's now nauseous.
? ? ?
~~All five goblins are dead.~~ Three goblins are dead, and the other two were caught in cage traps. No dorf has been injured more severely than a mere bruise, other than Dappercat, who has already retched many times.
Killing blows have been made by San Diego, Eongaghnacta, and Puff.
Time to clean all this blood and go back to trapping the entrance.

Hematite 17, 225
Finally, after TWO YEARS, 24 MONTHS, or 672 DAYS without it,

The military is finally sparring and not doing demonstration showing how they dodge into the magma moat when attacked by voidspawn.

As for the possessed vessel, he's still hauling stones around. I know by 100% he has something to do with galena, even though his favorite stone is granite.

Hematite 26, 225

Oh finally, took your more than 1 month to get all those rocks.
ONE tetrahedrite and TWO galena? Really? The resulting artifact will most likely forever sit in the finished goods stockpile unused.

Well, that's it for my third session.
I've started working on the arena. I'm trying to continue stretching the voidspawn tunnel to the surface ATM.
The ballistae are almost ready. Now I just need some ammo.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Wastedlabor** on **April 07, 2013, 09:52:55 am**

Stinky goblins. Check my nose for bad injuries, that'll need a lot of nicely scented soap to heal.

If I survive the exposure to such nauseating odours, I'm going to ask the overseer for a light civilian uniform and a dagger for self defense.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **StLeibowitz** on **April 07, 2013, 10:30:30 am**

Quote from: Blade Master Model 42 on April 07, 2013, 12:30:56 am
I doubt the Voidspawn can make magma into thralls, but okay.

That's what they want you to think.

Quote from: AnimaRytak on April 07, 2013, 12:08:41 am
Voidspawn are immune death due to drowning, decapitation, and dismemberment.
They are vulnerable to bleeding to death, although they are rather resistant, and glory of magma.

I see nothing in there about long falls onto sharp things, so I'd say Aztec Sacrificial Pyramid is still go for my next turn!

For curiosity's sake, why aren't they magma-immune ??? ? This makes them slightly less terrifying now, actually

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Chimpanzee** on **April 07, 2013, 11:49:32 am**

Quote from: Wastedlabor on April 07, 2013, 09:52:55 am
Stinky goblins. Check my nose for bad injuries, that'll need a lot of nicely scented soap to heal.
If I survive the exposure to such nauseating odours, I'm going to ask the overseer for a light civilian uniform and a dagger for self defense.
No need to worry beyond this. Your dorf just had a light bruise in his stomach. He's now completely unwounded.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **peregarrett** on **April 07, 2013, 01:27:32 pm**


Quote from: AnimaRytak on April 07, 2013, 12:08:41 am
Voidspawn are immune death due to drowning, decapitation, and dismemberment.
They are vulnerable to bleeding to death, although they are rather resistant, and glory of magma.
If you change their tissue material's melting point above magma temperature, I think they become immune to magma. Resistant, at least.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Gentlefish** on **April 07, 2013, 07:54:58 pm**

AND A KILL FOR PUFF.


Not only am I stonewhisperer, I am GOBLINBANE.


Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Chimpanzee** on **April 08, 2013, 08:31:53 am**

Malachite 2, 225

Just as I guessed. A craft. Who needs crafts?

Malachite 11, 225
Finally we got started with assembling ballista arrows made of bronze. (I'm saving all steel for our military)



Malachite 21, 225
"It seems that we are not getting migrants this season". I've heard Puff shout at our fort gate.
This might be both good and bad. Good, because we have enough dwarven booze sponges already. Bad, because there are over 9000 hauling jobs to be done here.

Spoiler (click to show/hide)
That unused farm plot! (in green)
Better grow some plump helmets, we have less than 500 plants left, and that seems bad.


Malachite 25, 225
Well, time to sacrifice some goblins. I've ordered the military squads stationed there in case anygoblin gets out of control.



Kneel in our new Temple, filled with ~~bucket splinters~~ goblin blood and body parts.

Galena 10, 225
My focus is currently on the arena and the finishing touch of the ballista battery.
I've ordered some iron corkscrews and pipe section.
The voidspawn entrance tunnel is almost ready, stretching as high as the mine.
I have a secret plan for adding something large near the arena, and having someone activate it ONLY if the hellspawn win. That won't be revealed to anyone other than myself before I'll be ready to pass the torch to the next bodythief.

Galena 12, 225
I've had designations for voidspawn tunnels reaching the surface, then...

The adrenaline rush was much greater than in the previous goblin ambush. Seems the longer I play, the more the goblins are.
Well... let's see them...


Holy fuck!
More GCS web on the cage traps please. WE ARE ATTACKED BY VOIDSPAWN ONCE AGAIN!
Time to get ready for battle, get all civilians underground!
Civilian alert set as active, All military stationed. Now I just hope we can get our hands on the ballistae.
I've included the ballistae in the safe-zone burrow. Now I hope I can get my hand on one or more siege operators.

To be continued...

Now, for the current fort state:
Here's a screenshot of the ground level, including ballista batteries, a giant boar guard post and a wooden wall stinking with abyssal taint.
Spoiler: Just click to see it (click to show/hide)


~~May the Voidspawn forever be stunned by our spike traps, caged and delivered to the arena.~~ My bad, voidspawn can't even be stunned! I can imagine how we'll bring hellspawn there, just sacrifice some useless peasant in the adamantine spire, but voidspawn? Getting just ONE voidspawn there is gonna be harder than getting those 100 war dogs in. All of them.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **peregarrett** on **April 08, 2013, 08:40:38 am**

let me add some music for this.
http://www.youtube.com/watch?v=6EviiD3--iU

Quote from: Chimpanzee on April 08, 2013, 08:31:53 am
My bad, voidspawn can't even be stunned! I can imagine how we'll bring hellspawn there, just sacrifice some useless peasant in the adamantine spire, but voidspawn? Getting just ONE voidspawn there is gonna be harder than getting those 100 war dogs in. All of them.
With just chaining some spare dogs at the arena, and opening the access

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **April 08, 2013, 02:41:44 pm**

Yeah, if the voidspawn arena is rigged to seal after them somehow or to otherwise seal them in (which should be doable somehow), you could theoretically just have a civvie, maybe one with a bunch of pets, walk in there and play with his lever until the doomhorde finds him. At that point it just becomes a matter of letting in the demons, then opening a path between the two arenas using a mechanism that won't get smashed by the voidspawn while they wait.

I think. I've NEVER tried to actually implement something like this, and shudder at the thought of trying to do it with a voidspawn siege actually present and accounted for.

Oh gods above we don't even have trained operators yet, do we? We should set up a catapult battery for training purposes and crosstrain a few dozen civvies for that. I bet you could implement a cool diamond-shaped battery that could bear in any direction to add weight of fire and to pump up civvie operation experience.

Also, oh god oh god oh god voidspawn siege this is gonna rock so hard please feed them all the puppies

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Gentlefish** on **April 08, 2013, 03:14:25 pm**

And thus, Puff puts on his bravest face, trousers wet, ready to battle, weapon in hand.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **StLeibowitz** on **April 08, 2013, 03:55:19 pm**

You...the farm patch...the rum! :o What have you done with my beautiful rum distillery?

Plump helmets?

Peasant food?

You *monster!* :(YOU HAVE DEFILED THE HOLINESS OF THE RUM DISTILLERY WITH FOUL MUSHROOMS!

You don't *deserve* to rule in Murdermachines! Someone, open the gates! Let the Spawn dispose of this *pretender*.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **April 08, 2013, 08:14:30 pm**

Fuck yes. The voidspawn cometh.

I'll find fitting music later.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Chimpanzee** on **April 09, 2013, 12:25:17 am**

Quote from: StLeibowitz on April 08, 2013, 03:55:19 pm

You...the farm patch...the rum! :o What have you done with my beautiful rum distillery?

Plump helmets?

Peasant food?

You monster! :(YOU HAVE DEFILED THE HOLINESS OF THE RUM DISTILLERY WITH FOUL MUSHROOMS!

You don't *deserve* to rule in Murdermachines! Someone, open the gates! Let the Spawn dispose of this *pretender*.

You misunderstand. We have zero plans to brew those mushrooms into "dwarven" wine. We need FOOD! FOOD! FFOOOOOODD! Too bad plump helmets are the only cheap source of food. We keep with the sweet pod brewing as promised, our Templar. We just need cheap FOOOOD! :-[


We still have the old sweet pod plot. Just that unused plot was designated for FOOOOD growing! We need FOOD! Or maybe I was slightly blinded? The light gray looks so similar to the dark gray. If the plot was previously used, our booze-picky Templar, we promise to grow all those sweet pods in there. >:(

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Chimpanzee** on **April 09, 2013, 08:29:00 am**

Sry double-post.

Here's some minor update.

Galena 12, 255
HERE SAINT. HAVE SOME SWEET PODS AND DWARVEN RUM. HAPPY NOW?



We also have a stock of nearly 200 rum. That will do till the sweet pods sprout.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **☺!!!Troll Fur Sock!!!☺** on **April 09, 2013, 10:34:30 am**

Now I see, my decision to switch turns with you was propably the best in my community fort career. Just leave some !!FUN!! for me, okay?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **StLeibowitz** on **April 09, 2013, 03:55:33 pm**

:D

THE RUM IS BACK! LET THE ALCOHOLISM RECOMMENCE!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **April 09, 2013, 04:06:04 pm**

Quote from: StLeibowitz on April 09, 2013, 03:55:33 pm

:D

THE RUM IS BACK! LET THE ALCOHOLISM RECOMMENCE!

AnimaRytak, RumGod, approves.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Nyalathoteps_Cousin** on **April 09, 2013, 04:54:20 pm**

Dorfling Request submitted.

Awaiting Approval.


/run omgdisthreadsoawesome.exe

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Chimpanzee** on **April 10, 2013, 07:06:15 am**

Galena 13, 225

We've constructed a ramp so that the marksdwarves can access the shooting ranges more easy. One voidspawn drone advanced a few steps towards the gates. More voidspawn started to walk towards the gate. Time to open the bridge and release the over 40-dwarf military force!

Turned out there's only 1 squad of them, but a huge one, of lashers. LASHERS! LAASHERS!!




And skilled ones too! Time to quickly get the marksdwarves ready.

I'm currently trying to pull the lever and open the bridge. Now to bring the soldiers!


The first Voidspawn thrall has entered! Killing order is urgent!

The soldiers were currently fighting two Voidspawn. One of them attacked a speardwarf, who is now bleeding.

Spoiler: Scribbles the Chronicler must be badass at defending against attacks (click to show/hide)



Galena 14, 225




Two Voidspawn corpses are now lying on the grass of Murdermachines. But that's only the start of the fight. There are exactly 13 voidspawn to be killed as of yet. The killing blows were landed, as it appears, by Peregarrette and, strangely, Saint, even though the marksdwarf squad was a bit late for the fight.

We've spotted a third voidspawn and quickly went to kill it. That one was killed by the Voidbane Rokenzan, who already had a voidspawn kill. Now it has been made two. That third voidspawn hasn't landed anything more severe than a bruise on our soldiers.

Now the (voidspawn) squad leader has advanced into battle. Accompanied by a drone, both advanced into the gate in vain (?) enraged, followed by 10 (!) voidspawn thralls, drones and soldiers.

I was surprised by the overly-good functioning of our military. They were just... Hitting the leader and the drone as if they're both dummies! No injuries, just a few bruises. No torn arteries, no vomiting!

Oh no, here comes the pain.




Rokozan, the Voidbane and Mad is not showing consciousness!


If I view the grass, it shows dwarf blood as well as abyssal taint and old gobbo blood.

No, the leader isn't dead yet.

I've ordered the entire militia stationed. Hopefully they'll come instead of drinking booze all the time near the barracks.




The sadness. The madness. The Terry! We have had enough of you, Terry! Better f**k off for now, at least in a situation such as a voidspawn siege!



Stupid masochist dwarves. All those deaths... sadden me.

On the bright side, we've finally managed to kill a fourth Voidspawn.



That's just another baby dwarf who has bled to death here.

No need to worry too much, more soldiers coming now!

Aoshi II, Rocker has been struck down. So the dwarf:voidspawn kill count is 4:5. That means we actually have a chance to win against them. (The 5th voidspawn was killed just recently.)

Maxwell Edison II has been killed as well. Poor dwarves.


Galena 15, 225

Wow, those Voidspawn Drones seem so badass, looking at the combat reports of them, I can see almost all text is red, no blue. Barely any blue, only red.

Oh no, Oryx has been struck down! Erush the Pot Thrower and Prosnorkulus III have been killed as well.Tyrar has been struck down as well.

Time to pull the lever, close the drawbridge, let the soldiers in, and let the voidspawn out till it's too late.

After thinking of this, Thaddeus III has been struck down. But one thing made me happy.



A caged voidspawn! Now we will have a much easier time in getting voidspawn into the arena!

Great, now that we've closed the bridge, the only fight is between voidspawn and marksdwarves. How can the former win if they can't even touch the latter?

Oh no, I was proven wrong. Brokenmind the Axedwarf has suffocated. Poor Brokenmind.

:O It turned that there is one unkillable voidspawn soldier at the barracks the remaining soldiers are currently fighting. Tyler Durden has died to it.

Galena 16, 225



Rest in peace Chrarbis Sibnirkebon Melist agoth. You will never be missed.

Galena 19, 225

I've decided to resort to Plan B. We've had a construction removed and granted the marksdwarves access to previously inaccessible walkways. Now I just hope they'll be able to shoot them to death.

Galena 22, 225

All marksdwarves went to station, after a wall was removed by some cowardly child.

Turned out their quivers don't even have bolts inside!

I've tried to get a few new soldiers and have them equipped.

Galena 26, 225

Now, all military stationed at the barracks! Just making sure everyone is there.

The first voidspawn thrall has started making its way towards the gate.

And stay dead, abomination!

Another one went in.

What? Mr SpaceCat II has been struck down.

Galena 28, 225

And another abomination is dead. Autumn is near. Let's just get the others dead before it's time for the migrant wave and the dwarven traders.

Limestone 1, 225

Those drones and soldiers are REALLY badass. So badass they have titles.

Keep up the work, soldiers! There are only 5 voidspawn to kill.

Limestone 2, 225
Four, Three voidspawn left! Including their squad leader and some legless thrall.
A lot of unconscious, injured and dead dwarves.
Full hospital.
Spoiler: [Full list of casualties](#) (click to show/hide)
Raptor II
Microblighted
Maxwell Edison II
Voicesinthefan II
Oryx
Thaddeus III
Baltharaaz
Tryrar
Aoshi II
Tyler Durden
Mr SpaceCat II
Dappercat
Brokenmind
Prosnorkulus III
Rokenzan
~~Thorkild Jarnox~~
AseaHeru (Pot Thrower)
A few unclaimed military vessels
I've updated the dorflist accordingly.

Have we won? To be revealed later on. Stay tuned!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **peregarrett** on **April 10, 2013, 08:14:51 am**

Cool, my incarnation survived and even scored a hit!
Well, why ballistaes were silent? Load them with iron bolts and puncture some bastards!

And, speaking of traps, why not invite viodspawnns into special trapway? let it start with ramps channeled under ballista fortifications and have as many curves as needed. It can even lead into Arena!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **☺!!Troll Fur Sock!!☺** on **April 10, 2013, 09:47:47 am**

Everyone is fighting voidspawn and I'm just sitting here making *stone mechanisms*

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **April 10, 2013, 12:35:31 pm**

Interesting question; if Voidspawn Thralls are modded dwarves, are Thralls trapimmune?

Not like true Voidspawn aren't deadly enough to rip through us even if we do buzzsaw the thralls into paste. Man, and this was a small siege!

We have GOT to pull off the demon/void showdown. It's a must.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **The Mad Fool** on **April 10, 2013, 12:50:30 pm**

Oh, good, ~~more specimens~~ *ahem* I mean, I will do my best to put our wounded back together.

Now stop struggling, lest I accidentally amputate your head ahead of schedule. That would wreak havoc on my calendar, you know.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **StLeibowitz** on **April 10, 2013, 04:10:40 pm**

I'm...I'm *alive*?

:D

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Oryx** on **April 10, 2013, 04:47:46 pm**

Well it appears as if I have been slaughtered by the merciless voidspawn.

I would like a reDorfling as: Oryx II
Custom Profession: The Mad God
Occupation: Military

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Lolfail0009** on **April 10, 2013, 09:21:46 pm**

Aww, I deaded.
New dwarf!

Cor'Daz, The Experimenter, siege engineer/operator

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Mr Space Cat** on **April 10, 2013, 09:54:19 pm**

Redorfl me as some crazy-nastyass-~~honey badger~~ axedwarf recruit.

Onwards to Space Cat the III and his ~~glorious~~ death in battle!
Profession: Meatshield
Occupation:Military axedwarf.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **April 10, 2013, 10:52:26 pm**

In keeping with the fine tradition of Deathgate, Murdermachine's military is a fucking meatgrinder.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AoshimaMichio** on **April 10, 2013, 11:02:12 pm**

Dying in battle is glorious, but dying my first battle is just a little sad. Hopefully next one will go better. 8)

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Blade Master Model 42** on **April 10, 2013, 11:02:50 pm**

Awesome! I live to train my fellows another day.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Gentlefish** on **April 11, 2013, 01:33:09 am**

And puff lives on! His mighty whatever-he-wields will serve him well against the spawn.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **NRDL** on **April 11, 2013, 02:48:43 am**

Checks casualty list

I'm alive? IMPOSSIBLE!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Wastedlabor** on **April 11, 2013, 08:54:09 am**


Ouch, Dappercat caught in the action again. But the most important thing: is his guineahen alive?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **InZane** on **April 11, 2013, 10:56:49 am**


Derf me please.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Chimpanzee** on **April 11, 2013, 02:55:46 pm**

Turned out that Thorkild is still alive. I've updated the dorfinator accordingly.

Now, for updates:
Limestone 2, 225
 "Dwarves in, Voidspawn out!" Some random injured soldier could be heard from outside.





The voidspawn squad leader, along with two terrified thralls (thralls can be terrified?), are now heading away from the rum-soaked grounds of Murdermachines into the wilderness beyond. You can be happy now, dwarves. A lot of voidspawn corpses are lying on the trapway. Masons, all those active "Place Item in Tomb" jobs are a good sign. A sign that your skills will last slightly longer before rusting into nothing. Same for you, the Mad Fool, Medkit and your team. All those injured dwarves we've got here will prevent your doctor skills from rusting. Time to remove the civilian alert and expand our Crypt by a little.

Limestone 5, 225
WTF? What do you want from us Terry?

That remove constructions bug is freakin' hilarious.

Well, guess it's time to reconstruct the military.
I've got two new marksdwarves for the marksdwarf squad.
A huge shame I've had to disband the Treaties of Spirit (?) which had only 3 living vessels.
I've put the 3 with the Geared Apexes, the primarily-axedwarf melee squad.
I've changed the squad schedule according to the vessel loss so that they actually train.

Limestone 25, 225
Nothing special has happened recently.
Malach is currently making some masterful engravings at the Arena.
Jables and Ulborb are currently mining out my secret project, which will only be revealed to the next overseer when I'll pass the torch to them.
I've ordered a traction bench for a military vessel with a broken bone.
The caged voidspawn has been moved to the prisoner stockpile, Soon I'll move the cage to the arena once it's engraved.

Here are some masterful engraving by Malach, that all the Voidspawn and Hellspawn will get to see once it's the time to fight:





Sadly, nothing related to the recent voidspawn invasions.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **☺!!Troll Fur Sock!!☺** on **April 12, 2013, 08:08:22 am**

"Derm II" Archanvil?
...
We've found the creator of Anvil of Anvils...


Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Urist Mc!!Science!!** on **April 12, 2013, 07:12:51 pm**

Dorf me please
Name:Urist "the Unseen"
Any job will do


Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Chimpanzee** on **April 12, 2013, 11:30:54 pm**


Sandstone 6, 225
A new block stockpile and some booze were both in need, so I've ordered those.
The trees are getting yellow. Prepare for migrants soon!
I'm currently struggling with the construction of the pumps. It takes Ulborb a lot of time to haul all the pump components to the magma level.

Sandstone 8, 225
Turned out that, after four years of tattered clothing, we have no clothing industry!
Time to order:
Make cloth robe/R (Saint should have the option to hide her female-ness just like Anima does.)
Make cloth trousers/R
Male cloth socks/R (Everyone knows dwarves love sox.)
Now I just hope a clothier will appear and do the job.


Sandstone 16, 225

That bedridden dwarf has a mood! Strange, I have to say.
The dwarf has just woke up form her sleep and crawled down to the magma forge.
Good Terry, good. You've made an injured dwarf crawl all the way down to the magma forges with a broken hip. And hopefully become legendary at her profession.



Sandstone 22, 225
"Ahh, no migrants." Aslod heard a familiar voice cry from the corridor.
He couldn't remember whose voice was that, but it was very familiar.
Meanwhile, the moody disabled blacksmith was at the third cavern lair, making her way down.

Sandstone 23, 225

I guessed right. Probably something to do with metal furniture.
So many moods in my turn...

Sandstone 27, 225
sad piano

The dwarves don't care for their dehydrating fellows. What a shame! I've always thought of dwarves as extremely selfless creatures, so selfless that they travel miles to bring that single copper bar to the appropriate stockpile. Well, I'm sometimes proven wrong.

Timber 14, 225

Below lie massive spoilers. You may wish to refresh your head before scrolling down.



TWO sieges in my turn? I feel so (un)lucky!
This time goblins, with war jabberers, one giant cave swallow and the General! (who has a dwarven name actually)
Fortunately no lashers or marksgoblins.
At least, unlike voidspawn, the goblins should be much less tough and should be caught in our cage traps. But there're MORE of them.
Time to prepare the still-recovering military and set the civilian alert as "Lockdown". Good luck!

To be continued...

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Blade Master Model 42** on **April 13, 2013, 12:05:09 am**

For death and ~~glory~~ MORE DEATH!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Orange Wizard** on **April 13, 2013, 12:30:01 am**

Carnage in 3... 2... 1...

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Lolfail0009** on **April 13, 2013, 01:29:18 am**

Wow. W-- Wow... wow.
Please tell me Cor'Daz is here! I want to Tenebris-Lux Cannon the lot of them!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **StLeibowitz** on **April 13, 2013, 08:13:58 am**

Look! Feed stock for our captive Spawn! Release him and let him have his way with these invaders, and we can capture them later for the arena.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **SanDiego** on **April 13, 2013, 09:46:24 am**

[Quote from: NRDL on April 11, 2013, 02:48:43 am](#)
Checks casualty list
I'm alive? IMPOSSIBLE!
Murdermachines: where the utmost surprise is survival.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Chimpanzee** on **April 13, 2013, 12:41:30 pm**

[Quote from: SanDiego on April 13, 2013, 09:46:24 am](#)
[Quote from: NRDL on April 11, 2013, 02:48:43 am](#)
Checks casualty list
I'm alive? IMPOSSIBLE!
Murdermachines: where the utmost surprise is survival.
I already have an update which I'll post later on, and you're right, Mr. SanDiego. The siege hasn't ended yet, and a fraction of a percent is the chance that the siege will end happily.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **The Mad Fool** on **April 13, 2013, 03:29:41 pm**

In Murdermachines, there are many professions that have a real risk of rusting. Medical professions are really not among them.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **GentlemanRaptor** on **April 13, 2013, 05:34:54 pm**

Jesus. I died again? Well, at least it was in battle, instead of starvation or something.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **April 14, 2013, 12:54:27 am**


Magnificent.


Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Chimpanzee** on **April 14, 2013, 06:41:19 am**



Timber 18, 225
Two goblin squads are currently heading towards the gate, unmounted. Let's just hope they'll get caught in our cage traps, and we will be able to leave the rest of the killing job for the military.

Oh no, it seems the goblins killed one suicidal marksdwarf! Time to pull the level back and leave the fort closed for a while.
Meanwhile, two goblins managed to enter the fort. One dwarven baby has bled to death.

Timber 24, 225
I've managed to finally get my hand on the ballistae.
Set for Prepare for Fire, I've managed to get in a siege operator, after a few fled in fear. The ballista arrow was fired at the trapline, which was full of goblins at the moment. Unfortunately, the damage done was minimal.

Moonstone 1, 225
Oh, look at that!

Dozens of goblins, all of them in front of the gate! Time to get those ballistae occupied... and jabberers.
It also turned out that the furthest ballista is blocked by fortifications! Dig dig dig children!



Moonstone 9, 225
Now I understand what has happened.

Their squad leader! The goblins prefer to stay caged near their leader near their caged leader!
And now the dwarves refuse to load the ballistae because they constantly get interrupted. What a troublesome situation.
Time for some Ruthless Utility Mechanism, aka RUM! Cages are not enough. The spikes are not linked to anything yet. Dwarves run away just because they can see the goblins.
::)
Let's build a huge tower and dump stones from there! Meanwhile, the fortress can function normally. The goblins are only outside.
Throwing stones at goblins, lol.

Moonstone 13, 225

Wow. That dwarf impressed me. Disabled, but still working despite her broken hip.
Now, let's see what's in the workshop:

This and bronze bars. That would be great for AnimaRytak's quarters, and in getting more of both dwarven and goblin migrants. Too bad the base materials are so cheap.

Moonstone 14, 225
What's this at the tower I'm currently trying to erect? My Aslod?
Aslod kept yelling nonsense like "I can't do it" and "Sorry, sorry, can't do it". Those goblins. They stink far too far. What's worse is that you can't nerf them. The stench isn't even in the raws!
Moonstone 15, 225
"Noooo"
"I can't do it, I just can't!"

Moonstone 22, 225
That plan didn't work either. Guess we have to resort to Extremely Long Flow, aka ELF! My idea goes along these lines:
1. Open the voidspawn arena access in order to make the goblins flow away from the cage traps. (I hope this step will work)
2. Close the clash bridge at the arena so that the goblins don't get in
3. Get a flow of dwarves to haul all those goblin cages inside before the flow of goblins comes back. The squad leader's cage is top priority. The others are entirely optional.
4. Kill the leader.
5. ? ? ?
6. Profit.

[Quote from: StLeibowitz on April 13, 2013, 08:13:58 am](#)
Look! Feed stock for our captive Spawn! Release him and let him have his way with these invaders, and we can capture them later for the arena.
Wait, 1 voidspawn vs. more than 50 goblins and jabberers. Won't the voidspawn just get killed? ???

Moonstone 25, 225

Well, let's see it.

Worth 44400\$, that's actually one nice artifact. It depicts the foundation of Murdermachines and the death of Jasmuk Forestslowled the dingo. At least we can now make the military less unhappy with this.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **NRDL** on **April 14, 2013, 06:45:24 am**

May I ask how my dorf is doing?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **☼!!Troll Fur Sock!!☼** on **April 14, 2013, 08:03:18 am**

In my turn, I'm going to make a cistern for pressurized !!FUN!!. Because this fortress is flooded with it.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **StLeibowitz** on **April 14, 2013, 08:32:02 am**

[Quote from: Chimpanzee on April 14, 2013, 06:41:19 am](#)
[Quote from: StLeibowitz on April 13, 2013, 08:13:58 am](#)
Look! Feed stock for our captive Spawn! Release him and let him have his way with these invaders, and we can capture them later for the arena.
Wait, 1 voidspawn vs. more than 50 goblins and jabberers. Won't the voidspawn just get killed? ???

Well, I was sort of counting on the ballistae weakening them first. Guess that's not going to happen.
But recall that it was a single Voidspawn thief that decimated our army earlier with naught but a bag. We have a captive soldier, right? He'd probably bite a few before they mobbed him to death.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Gentlefish** on **April 14, 2013, 04:09:42 pm**

The caged one was a thrall though, wasn't it? Time for some !!applied science!!

Do thrall bites transfer the syndrome?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Wastedlabor** on **April 14, 2013, 04:42:08 pm**

Maybe drop some cats so the invaders spread around chasing them, then release the ~~kraken~~ voidspawn.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **April 14, 2013, 07:21:33 pm**

Quote from: Pufferfish on April 14, 2013, 04:09:42 pm
The caged one was a thrall though, wasn't it? Time for some !!applied science!!
Do thrall bites transfer the syndrome?

They do not. They do spread a lesser taint, one that causes illness and blisters. However they cannot make more thralls.


Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Chimpanzee** on **April 15, 2013, 08:57:48 am**

I've sent the miner pair to open the fortress from the voidspawn arena access.
They are currently walking towards the arena.


This might take a month as Deprislava is very slow at linking the clash bridge to a lever.



Opal 23, 255
I've renamed Deprislava's profession to "Time Waster". The reasoning behind is obvious to all.
Look, she is still linking the lever to the clash bridge!

Opal 26, 255
Finally, the lever is linked to the bridge. I've sent the miner team to open the voidspawn arena access (preferably shortened to VAA), and some jobless mechanic to pull the clash lever.


Opal 28, 255

And yet another moody vessel.

Obsidian 2, 255
That is one of the really rare occassions when I enjoy FPS spikes.
The goblins, so many pathing goblins! The first step of my plan, ELF (Extremely Long Flow), is working!
An ELF of goblins, followed by jabberers, is now making its way towards the VAA and now towards the arena.



Obsidian 3, 255

Mason's? Thank you, useless farmer. The only person actually doing the rock cutting here is my Aslod, who is only adequate in masonry. Masonry is not his job! If you ask me, that is carpentry. He should make things out of wood and then try to sell them to the elves! Not work in stone like some weirdo.


Wow, that was a really quick and so non-Murdermachines-esque move. Here we tend to have very long jobs and moods, but the end result is nearly always so masterful that it becomes dizzying at first glance.
Take Avalatol, the bronze weapon rack, for example.

You, you just hauled a nearby granite to the workshop and that's it. Ah well, I can already visualize a statue made that way.

Obsidian 5, 255
Finally we started working on our plan (ELF).
We've got lots of goblins and jabberers to the arena. There are only 4 goblins on the cage traps remaining for the military to deal with.
All goblin cages are forbidden, except the squadleader's. I hope we will get a dwarf to haul that cage.


Oh no! This is sad news. Saint was one of the most reliable military dwarves. All mourn the Templar of Armok, now.
There's only one bright side: Less rum will be drunk for the next season until Saint finds a new body.
But at least, those 4 goblins have finally been killed.
Now I just hope that the caged will be hauled inside.


Obsidian 7, 255
Our dwarves have failed to haul any cage back in. Now quick! Close the bridge before the jabberers come in!


A floodgate! Too bad it's made of granite. If it were made out of a more interesting material, for example nether-cap or adamantine, I'd use it in order to prevent the magma pumping system from getting out of control.

What a legend is Udil Urvadidok. Look at that masterpiece he has made with the help of naught but the tools the Mason's provides.
2400? Even raw adamantine can't beat that. Wow. And it's spiiiky! I love spiky things.


Obsidian 11, 255
We've pulled the lever again. Now all jabberers went to the caves. There was one squad of goblins and a few pikemen in front of our gate. I hope we can deal with that.

Obsidian 14, 255
We went to battle readily. Baelor battled them like a hero. The military went too far. Far enough to die to a squad of war jabberers and the General's squad. That masochism cost us mostly unclaimed military vessels, and Derm II, Scribbles and worst of all, Baelor. With seven kills and a title, rest in peace. You will be missed Baelor.

But, the surprise. What is going on here? Where are you going goblins?

Obsidian 15, 255

Drawn away from our blood-soaked, corpse-cluttered trapway, I could see a goblin squad, and the jabberer squad running south of Murdermachines into the wilderness. Dortimus bled one last time before going back home. A significant number of dwarves, especially military, are unhappy.
The cowardly goblins have finally given up, after three months of useless tries to bring doom upon Deathgate II.

I'll try my best to add some finishing touches to my turn before it's Spring.
That should start with walling the VAA, and coffins. There are a lot of unburied dwarf corpses.


Obsidian 19, 255

The kobolds are attacking! Seven kobolds. Six spearbolds and one swordbold. Bring what is now the military! Hopefully we can deal with those trap-avoiding thieves.


Oh no! Four kobolds cornered Puff. There was no one else nearby. Hopefully more soldiers will come help him.
More soldiers have come.

Obsidian 20, 255
Turned out that two kobolds have died. Great, only five kobolds left to kill.
Civilians are fleeing, more military are coming. Another kobold has been killed by Grau. Puff is still alive, fortunately. He decided to change profession to hammerdwarf in place of markdwarf. Puff, the Goblin and Voidspawn Basher and Stonewhisperer.


We turned out to be victorious. Part of the military chased away the remaining kobolds. Meanwhile, a kobold thief was spotted.
Another thief! The skulking filth doesn't deserve to live after the next season change.
A third thief!

Oh no! We've detected four kobold bowmen to the west of the gate! Blade, why are you still chasing the hopeless, cowardly kobold spearman? Time to kill some ranged opponents.

Obsidian 22, 255

Guess we're done with our military needs for now. At least until Spring. The two thieves, the last time I checked, are running north into the wilderness. All they managed to get is one pig tail fiber dress.
The recent kobold invasion hasn't cost us many injuries. But the hospital will be full for sure.

Obsidian 23, 255
Well, thinking of the hospital, that's how it looks:

Just out of curiosity. Far less dwarves in there than I thought there would be.

Obsidian 27, 255
A wall has been placed in the VAA and now it's blocked. That means, if anyone wants to deal with an invasion using the method "ELF" they should send one of our miners (The best miners are Jables, Ulborb and Udil Urvadidok.) to open the VAA.

Obsidian 28, 255

Another wereape! And that one's first name is Alu, just like the one that attacked back in Granite 252.
It went to attack a thresher that happened to be collecting some body parts of a dead soldier.
That poor, hopeless dwarf was killed.

Granite 1, 256
The wereape went to attack a dog that was the pet of the dead thresher. Nothing new as of now.

~--●--●--●--●--●--●--●--●--●--~

For the next overseer, sorry that I have left you with all that mess, and a wereape to deal with immediately on unpause.
I haven't posted the statistics of the fortress as of yet.
I'll make sure I have a post ready with the fortress statistics, important areas, notes and to-do list for my successor. And last but not least, the save.
I'll make sure that post is ready by tomorrow at most.

Also **Anima**, you may want to edit the OP to also include the 8th part of my journal (in the previous page, describing the start of the goblin siege), as well as this part. Just saying, since I've noticed that the 8th part is missing.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Gentlefish** on **April 15, 2013, 10:17:01 am**

Woop, Puff survives! As a hammerdwarf now, no less.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Teh_Idort** on **April 15, 2013, 10:37:42 am**

How am I still alive, I'm not complaining or anything, I'm just surprised. Is my Dorf a coward? If he is, I expect a firing squad.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Vlas** on **April 15, 2013, 10:47:12 am**

Another wereape? Same name? Same appereance? (kinda makes sense)
How many are there?!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Chimpanzee** on **April 15, 2013, 10:54:52 am**

Quote from: Yuli Vlas on April 15, 2013, 10:47:12 am
Another wereape? Same name? Same appereance? (kinda makes sense)
How many are there?!
Thanks for the laugh Yuli. I compared my wereape with the one from Saint's turn. There have EXACTLY the same description. With the sole exception of their last name. Both's eyes glow mahogany. Both have Alu as their first name. Both have sandy taupe hair that is long and shaggy.
:D

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **CognitiveDissonance** on **April 15, 2013, 10:58:54 am**

Quote from: Chimpanzee on April 15, 2013, 10:54:52 am
Quote from: Yuli Vlas on April 15, 2013, 10:47:12 am
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:D

Has anyone ever played Fallout 2?
Spoiler (click to show/hide)




Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Chimpanzee** on **April 15, 2013, 12:07:41 pm**

Granite 1, 256

As promised, here are the statistics I've gathered as of now. (Granite 1, 256)

General Fortress Statistics

 As you can see, our population has been decimated by the previous sieges. Most of the deaths were of military vessels.

Full Citizen List



Important Locations

The Overworld



The Arena



Quarters and Tombs



Workshop Level



Farms



Depot and some Stockpiles



To-Do List for my Successor

Immediate

~ Deal in some way with the wereape Alu Thimiquileli.

High Priority

- ~ Expand the Crypt by adding more coffins.
- ~ Enlarge block stockpile.
- ~ Replace the bloody microcline weapon rack that currently serves as the barracks with the artifact bronze weapon rack Avalatol, Lovedtruths, and have the military train there.

Not Urgent but Do Anyway

- ~ Add finishing touches to the arena i.e. magma moat.
- ~ Finish my secret project. It's half done currently. I'll send you a PM once you post your first update.
- ~ Improve existing ballista battery, traps and shooting ranges.
- ~ Craft metal bolts. Our marksdwarves have run out of those long ago.
- ~ Tomb for Baelor. The badass deserves it, doesn't he?

Save

Here's it:
<http://dffd.wimbli.com/file.php?id=7578>

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **The Mad Fool** on **April 15, 2013, 01:04:53 pm**

Quote from: CognitiveDissonance on April 15, 2013, 10:58:54 am
Quote from: Chimpanzee on April 15, 2013, 10:54:52 am
Quote from: Yuli Vlas on April 15, 2013, 10:47:12 am

Another wereape? Same name? Same appereance? (kinda makes sense)
How many are there?!

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:D

Has anyone ever played Fallout 2?

[Spoiler](#) (click to show/hide)



Oh god, the Supermutants are coming!

At least they don't have miniguns. Yet.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Wastedlabor** on **April 15, 2013, 01:37:19 pm**

D: Dappercat! The voidspawn killed him in the late summer of 255.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **SanDiego** on **April 15, 2013, 04:37:05 pm**

What does it say about our fortress, when two top priorities are "Kill the wereape (which I'm sure we already killed once)" and "expand the crypt"...

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **The Mad Fool** on **April 15, 2013, 05:00:48 pm**

[Quote from: SanDiego on April 15, 2013, 04:37:05 pm](#)
What does it say about our fortress, when two top priorities are "Kill the wereape (which I'm sure we already killed once)" and "expand the crypt"...

That we're playing Dwarf Fortress?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **StLeibowitz** on **April 15, 2013, 07:23:46 pm**

DIBS ON A MALE DWARF! AND NONE OF YOU BEARDLESS COWARDLINGS STEAL MY ~~RUM~~ ROOM!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **pregarrett** on **April 16, 2013, 01:31:38 am**

Pregarrette is sleeping. So wise!
"Giant wereape? Nah, I'm taking a nap. Wake me up when you're done with it."

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **☼!!Troll Fur Sock!!☼** on **April 16, 2013, 05:40:44 am**

And this is how beings the fall of murdermachines. Are you sure that you want me as an overseer? I don't guarantee that any of your dwarves will be alive in 2 weeks.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **April 16, 2013, 09:42:21 am**

Worse comes to worse, we steal another fort.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Chimpanzee** on **April 16, 2013, 01:25:28 pm**

[Quote from: AnimaRytak on April 16, 2013, 09:42:21 am](#)
Worse comes to worse, we steal another fort.
What? I feel dishonored.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **April 17, 2013, 09:47:14 am**

I have a side project bubbling for this...

You know, one of the best things to come out of Old Deathgate was the Red Monster Sword. Any hopes that someone will quietly tweak in something similar? 'Coz that'd be awesome.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Gentlefish** on **April 17, 2013, 10:37:28 am**

Puff is a hammerdwarf now? Haa, looks like I beat the everloving crap out of those goblins.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Lolfail0009** on **April 17, 2013, 07:43:24 pm**

[Quote from: kefkakrazy on April 17, 2013, 09:47:14 am](#)
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You know, one of the best things to come out of Old Deathgate was the Red Monster Sword. Any hopes that someone will quietly tweak in something similar? 'Coz that'd be awesome.
GLITCHES ONLY.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **StLeibowitz** on **April 17, 2013, 09:54:03 pm**

Manually introduced glitches, however, are perfectly fine.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Lolfail0009** on **April 17, 2013, 10:45:40 pm**

All the glitches!
...Now I want to mod Missingno. into DF...

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Nyalathoteps_Cousin** on **April 20, 2013, 08:47:19 am**

Trollfur, could we maybe get an update on what's going on? If there are problems that's fine, but some form of clarity would be nice.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **April 21, 2013, 02:05:14 pm**

Troll Fur Sock, do you intend to take your turn or not?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **April 21, 2013, 07:13:50 pm**

A few tests done in the arena in preparation for my side project:

A naked voidspawn soldier with no skills can solo an elephant. They pretty much just fight more or less evenly until the voidspawn gets in a taint attack and enthralls the elephant. (In the arena, enthralling is broken in that the thralls are loyal to their original side and not the enthralling voidspawn)

A naked voidspawn soldier kept getting shoved into the flowing water by a giant. The giant managed to punt two individual soldiers consecutively into the water before the third murdered him.

A naked voidspawn soldier got obliterated by a great white shark. When I remembered to actually give it swimming skill, it actually managed to kill the shark.

So, yeah, a voidspawn can fight an elephant by itself. Naked and unarmed with no skills.

F^*&.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **April 22, 2013, 02:37:40 am**

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F^*g.

If you wanna see some terrifying shit, Voidspawn Overlord with steel armor and weapons.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Lolfail0009** on **April 22, 2013, 04:26:38 am**

Quote from: AnimaRytak on April 22, 2013, 02:37:40 am
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So, yeah, a voidspawn can fight an elephant by itself. Naked and unarmed with no skills.

F^*g.

If you wanna see some terrifying shit, Voidspawn Overlord with steel armor and weapons.

That ranks up there with family death, Slenderman (before Slender was released, or just when), and MLP:FiM.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **wlerin** on **April 22, 2013, 04:37:49 am**

Quote from: Lolfail0009 on April 17, 2013, 07:43:24 pm
Quote from: kefkakrazy on April 17, 2013, 09:47:14 am
I have a side project bubbling for this...

You know, one of the best things to come out of Old Deathgate was the Red Monster Sword. Any hopes that someone will quietly tweak in something similar? 'Coz that'd be awesome.

GLITCHES ONLY.

The red monster sword was NOT a glitch.

However, it was unique. We don't want some cheap knockoff blue monkey demon sword to suddenly be lying around.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **April 22, 2013, 12:13:42 pm**

I don't know enough about DF modding to know if this is possible, but...

What if Voidspawn were somehow butcherable?

What if one of their products was a void-heart made of a modded metal?

What if we could collect void-hearts and forge voidsabers and voidplate for our military?

Would be badass.

I didn't do much testing with Overlord-level voidspawn, most of my testing was soldiers. Voidspawn soldiers definitely beat some major ass.

I also found that they're *highly* arrow-resistant for the most part. I tested a 5-voidspawn soldier squad (naked/unskilled) against competent arrow militia armed with iron crossbows and plenty of bolts, and it took like three ever-increasingly-large waves of crossbowdwarves to finally kill the voidspawn. I think we can definitely injure and slow them down with crossbow legions, but they're so damned resilient that I'm not thinking bow spam will save us unless we set up, say, an underground megabunker with every available civilian packing iron/steel bolts.

And we've seen what so much as a Drone can do once released among the beards, considering that a single snatcher was enough to score quite a few kills.

I think the scariest part, though, is that damned taint. It kicks in fast enough that anyone who just manages to stalemate a voidspawn is actually more of a threat to our military than someone who dies instantly on contact, since the voidspawn seem guaranteed to win any extended engagement just via the abyssal taint/eventual enthralling of the opponent.

Do thralls automatically spawn wearing the original dwarf's gear? Do they get the dwarf's skills? If A or B are true, then danger rooming recruits might be the exact worst thing we could do...

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **peregarrett** on **April 22, 2013, 02:26:12 pm**

Quote from: kefkakrazy on April 22, 2013, 12:13:42 pm
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What if one of their products was a void-heart made of a modded metal?

What if we could collect void-hearts and forge voidsabers and voidplate for our military?

Would be badass.

Would be. But it certainly would need to regen the world, so it goes for the next chapter.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Chimpanzee** on **April 22, 2013, 03:00:50 pm**

Quote from: peregarrett on April 22, 2013, 02:26:12 pm
Would be. But it certainly would need to regen the world, so it goes for the next chapter.

Deathgate III: Forged from the Heart of the Void.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **April 22, 2013, 04:20:27 pm**

Jesus Flipping' Void-Eating Christ.

I spawned an Overlord into the arena with Grandmaster combat stats and full steel gear, to fight against dwarves wearing same.

The voidspawn overlord just won a 1v4 against Grandmaster axedwarves with steel gear.

When it started the fight with NO FREAKING ARMS.

Scratch that, a 1v6, both against axedwarves and speardwarves... then a 1v10 against wrestlers.

I finally, FINALLY, managed to kill it with a firing squad of like 15-20 steel-bolt-armed marksdwarves, so it appears that Voidspawn CAN be brought down by massed archers *if* they can focusfire. The problem is the voidspawn show up with a bunch of thralls and such, so... mass-shooting the overlord seems unlikely to work.

Guys, I'm genuinely scared now, these dudes are hardcore. My takeaway is that voidspawn basically should not be engaged in melee without superior numbers.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **StLeibowitz** on **April 22, 2013, 06:02:32 pm**

Quote from: kefkakrazy on April 22, 2013, 04:20:27 pm
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Guys, I'm genuinely scared now, these dudes are hardcore. My takeaway is that voidspawn basically should not be engaged in melee without superior numbers.

Going from that data, I'd say even superior numbers would be *extremely* iffy. On a good day. When everyone's awake and at peak performance. With micromanagement as heavy as possible. Basically, I'd say stick with magma bombs and webbed cage traps and stick one of those Overlords in the arena single-handedly to face down the demons.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Blade Master Model 42** on **April 22, 2013, 06:13:52 pm**

Quote from: StLeibowitz on April 22, 2013, 06:02:32 pm
Quote from: kefkakrazy on April 22, 2013, 04:20:27 pm
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Some bona-fide cave in traps would be lovely.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Just Some Guy** on **April 22, 2013, 06:26:38 pm**

Wait, I have an idea. It'll take a while, but I have an idea. You know Dwarven Child Care? It's like that, but on an industrial scale.

1. Build a multi-layer residential area with one communal dining hall. The rooms should be at least great quality. Stick a bunch of nest boxes and as many fowl as possible. It should be designed as to have as little contact with the main fortress as possible.
2. Using burrows, confine 10 or so dwarven children, five male, five female, into this part of the fortress.
3. Let the children grow up into adults and reproduce.Insert new breeding stock if needed.
4. When sufficient numbers have been achieved, say, 100 adults, recruit 10 percent of the able bodied population into militia. They will have developed combat skills from their time in the- let's call it the incubator.
5. Train draftees with live action combat practice.
6. Continue yearly harvesting of soldiers and training.
7. When ten or so squads have been harvested and the voidspawn lay siege to fort, release soldiers upon enemy

I am a sick person.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Blade Master Model 42** on **April 22, 2013, 06:29:13 pm**

Quote from: Just Some Guy on April 22, 2013, 06:26:38 pm

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1. Build a multi-layer residential area with one communal dining hall. The rooms should be at least great quality. Stick a bunch of nest boxes and as many fowl as possible. It should be designed as to have as little contact with the main fortress as possible.
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I am a sick person.

As delightful as this child soldier program is, surely you could harvest a greater percentage at a time?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **scaliper** on **April 22, 2013, 06:31:27 pm**

Also, it's worth noting that there is really no reason to give them the option of interacting with archers. Why not just make some arrow-bunkers, maybe 3-4 z-levels high, with fortifications, in such a way that a couple units of archers could shoot at any voidspawn to get near the entrance?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **April 22, 2013, 10:15:46 pm**

The primary issue I encountered is that they're so damn resilient it takes a truly massive degree of overkill with regards to weight of fire before they start going down at any rate.

I'm not entirely certain how much even a huge marksdwarf force will slow them down with this in mind if we're talking about an army.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Lolfail0009** on **April 22, 2013, 10:52:18 pm**

Oh, Clarity save us all...

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **April 22, 2013, 11:17:09 pm**

Troll Sock's turn has been skipped. It is now Yuli Vlas'i's turn.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Gentlefish** on **April 23, 2013, 01:42:08 am**

Why not create a pseudo-pit bridge trap? Have them wall a rediculously long straight path, maybe 20 tiles or so, and place a pressure plate five steps in. By the time they file in, they've flipped the latch and are all trapped within a 1x20 firing field to be set upon by magma/archers/war giant mambas.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Lolfail0009** on **April 23, 2013, 02:08:44 am**

Quote from: Pufferfish on April 23, 2013, 01:42:08 am

Why not create a pseudo-pit bridge trap? Have them wall a rediculously long straight path, maybe 20 tiles or so, and place a pressure plate five steps in. By the time they file in, they've flipped the latch and are all trapped within a 1x20 firing field to be set upon by magma/archers/war giant mambas.

No weaponised magma. FUN for the FUN god!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Gentlefish** on **April 23, 2013, 02:10:45 am**

So that leaves us with crossbowdwarves and war giant mambas.

Someone get us some motherloving snakes up in this motherloving (void)plane.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **peregarrett** on **April 23, 2013, 02:41:34 am**

Hey, you forgot the modern Dwarven Ultimate Answer. Magma is the classic one, while the modern one is Minecarts! So, Golden Minecarts launcher should work! Or shotgun loaded with golden goblets. Or both.

walks away mumbling Pratchett's Dwarven song
-Gold, gold, gold, gold. Gold, gold, gold...

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **scaliper** on **April 23, 2013, 03:58:26 pm**

What about minecart loaded with magma?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **GentlemanRaptor** on **April 23, 2013, 08:48:10 pm**

Minecart railgun as a wunderwaffe came up on some thread before the minecart update. I think the gist was that if you loaded molten objects into minecarts and then got them moving extremely fast, you could do massive damage to anything in the path of the cart.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **peregarrett** on **April 24, 2013, 02:34:36 am**

Quote from: GentlemanRaptor on April 23, 2013, 08:48:10 pm

Minecart railgun as a wunderwaffe came up on some thread before the minecart update. I think the gist was that if you loaded molten objects into minecarts and then got them moving extremely fast, you could do massive damage to anything in the path of the cart.

Wow, molten golden globs shotgun! Would it work if we first fill minecart with magma and then load it with golden crafts?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Lolfail0009** on **April 24, 2013, 02:46:05 am**

This is the equivalent of a dwarven LAZAH

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Vlas'i** on **April 24, 2013, 12:44:07 pm**

*reading kefkakrazy's post

Well, Sock's gonna be soooooo -

Quote from: AnimaRytak on April 22, 2013, 11:17:09 pm

Troll Sock's turn has been skipped. It is now Yuli Vlas'i's turn.

....
fucked.

Alright, let's do this.
I will soon download the current save and take a closer look at the fort while making up some plans. I'm going to be busy the next few days but my first update should be up at the weekend. If anyone has any requests considering fortress construction, be encouraged to tell me.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **April 24, 2013, 04:13:58 pm**

I'd say to continue working on a long-term iteration of the voidspawn/arena deathmatch plan.

Aside from that, if you want to design a machine that will spawn and drop ducks on voidspawn invaders, by all means.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **StLeibowitz** on **April 24, 2013, 04:47:24 pm**

Has anyone moved the dining hall to the sacrificial altar room yet? There were supposed to be three more wings coming off that hub, too... 'twould have been a true marvel, once engraved and finished, but duck-bombing the Voidspawn works too.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **April 24, 2013, 07:27:30 pm**

Actually now that I think about it for the love of god do not, do not, repeat do not duck bomb the voidspawn. The last thing we need is for Darkwing the Netherfowl to re-enter this world on the enemy side.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Lolfail0009** on **April 24, 2013, 08:00:21 pm**

The Terror that Flies in the Night?
Oh Armok....

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **StLeibowitz** on **April 24, 2013, 09:20:20 pm**

Quote from: Lolfail0009 on April 24, 2013, 08:00:21 pm
The Terror that Flies in the Night?
Oh Armok....

I get the feeling I should probably read the original Deathgate.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Blade Master Model 42** on **April 24, 2013, 09:22:41 pm**

Quote from: StLeibowitz on April 24, 2013, 09:20:20 pm
Quote from: Lolfail0009 on April 24, 2013, 08:00:21 pm
The Terror that Flies in the Night?
Oh Armok....

I get the feeling I should probably read the original Deathgate.

The insanity that is Deathgate the first cannot be passed upon. Go! Go now, and partake of the madness!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **April 24, 2013, 10:58:49 pm**

It is still absolutely mindblowingly ridiculous that one of the better lifetime demon kill scores from Deathgate I belonged to a *freaking duck*. I know I latched onto the stupid duck meme more than most, even to the extent of building the DUCKOTRON at great cost of dwarven life, but Darkwing the Netherfowl was absolutely one of the coolest emergent moments to come out of DG1.

That, I think, is a major reason why I love DF so very much: those emergent moments are beautiful and brilliant when they happen.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Lolfail0009** on **April 24, 2013, 11:11:00 pm**

Quote from: kefkakrazy on April 24, 2013, 10:58:49 pm
It is still absolutely mindblowingly ridiculous that one of the better lifetime demon kill scores from Deathgate I belonged to a *freaking duck*. I know I latched onto the stupid duck meme more than most, even to the extent of building the DUCKOTRON at great cost of dwarven life, but Darkwing the Netherfowl was absolutely one of the coolest emergent moments to come out of DG1.

That, I think, is a major reason why I love DF so very much: those emergent moments are beautiful and brilliant when they happen.

Wasn't there an art of Darkwing?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Viasi** on **April 25, 2013, 08:53:06 am**

First impressions:

- Alu the Second is chilling in a pool of dwarven blood in front of our fort, playing 'fetch it' with one of our dogs. 'It' probably used to be attached to NRDL's body.
- Haven't unpaused the game yet, but it looks like a bunch of civilians are running straight into the battle to get some socks or something like that. Let's hope the arriving military doesn't kill Alu before it rips one or two of the haulers into pieces.
- If it wasn't for the blood, I'd say the aboveground fort is as colourful as a circus tent
- We have tons of dogs. Literally tons of them. And zero cats.
- We are open to flying intruders from the caves

I already like it.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **StLeibowitz** on **April 25, 2013, 03:46:25 pm**

Oh, we have cats (unless somebody did something with them in the interim). They're just all in some cages where they can't catsplode.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **SanDiego** on **April 26, 2013, 06:39:00 am**

So, we contained the catsplosion only to have dogs dogsplode in our faces? Typical.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **April 26, 2013, 06:44:31 am**

Just remember that when dogs are infected by the taint, they grow fingers and beards and begin walking upright as thralls.
You have been warned.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Viasi** on **April 26, 2013, 06:56:53 am**

hehe.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Lolfail0009** on **April 26, 2013, 07:14:50 am**

Quote from: AnimaRytak on April 26, 2013, 06:44:31 am
Just remember that when dogs are infected by the taint, they grow fingers and beards and begin walking upright as thralls.
You have been warned.

Well, Murdermachines is
Quote
the world's biggest furry convention.
(someone find that quote for me.)

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **April 26, 2013, 08:55:35 am**

That was me, when someone pointed out that like 80% of the wildlife was composed of various animal men.

<http://www.bay12forums.com/smf/index.php?topic=121407.msg4150734#msg4150734> (<http://www.bay12forums.com/smf/index.php?topic=121407.msg4150734#msg4150734>)

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **StLeibowitz** on **April 26, 2013, 08:48:36 pm**

Quote from: SanDiego on April 26, 2013, 06:39:00 am
So, we contained the catsplosion only to have dogs dogsplode in our faces? Typical.

Well, at least dogs are useful! We can put them in cages and create some kind of dog landmine - the enemy steps upon a pressure plate, and suddenly a hundred starving puppies have latched onto their joints and are nibbling their tender bits. Cats only eat FPS and occasionally vermins.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Blade Master Model 42** on **April 26, 2013, 08:52:42 pm**

Quote from: StLeibowitz on April 26, 2013, 08:48:36 pm
Quote from: SanDiego on April 26, 2013, 06:39:00 am
So, we contained the catsplosion only to have dogs dogsplode in our faces? Typical.

Well, at least dogs are useful! We can put them in cages and create some kind of dog landmine - the enemy steps upon a pressure plate, and suddenly a hundred starving puppies have latched onto their joints and are nibbling their tender bits. Cats only eat FPS and occasionally vermins.

Introducing a hundred units to pathfinding will cause a fps drop, I hope you realize.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Viasi** on **April 27, 2013, 07:52:24 am**

I was planning on taking some screenshots and ask you guys wtf stuff is supposed to be but I decided that it would be more fun if I figured it out by myself instead of delaying updates. I'll start playing today.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **StLeibowitz** on **April 27, 2013, 08:12:46 am**

Quote from: Blade Master Model 42 on April 26, 2013, 08:52:42 pm
Introducing a hundred units to pathfinding will cause a fps drop, I hope you realize.

But these are*useful* units. That makes the FPS loss a bit more tolerable.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Viasi** on **April 27, 2013, 08:23:18 am**

We could use dogs to lure the voidspawn into the arena somehow. But I'm not sure how to do it yet.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Viasi** on **April 27, 2013, 08:26:00 am**

And we really don't have any cats.
11 puppies and about 57 stray dogs. Minus the one who is about to get killed by a huge monkey.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Viasi** on **April 28, 2013, 01:07:51 pm**

Let me tell you the story of Alu Thimiquileli's defeat.
*In the time before this place was driven into destruction by it's owners, in the time before our all doom was wrought from the depths of **Murdermachines**, Alu the Second layed his mahagony eyes on this fortress, just like his ancestor did years before. Driven by madness and his desire for revenge, the beast assumed it's true form and layed havoc to all who couldn't escape it's wrath. Many were slain and Alu's sandy taupe hair dripped of the blood of innocent and wraiths alike. What I am about to tell you us what the survivors saw and were willing to share with others of their kin. And even if some of it may sound unlikely, you must know that before they fell to the terrors of the void, the dwarves were a sturdy and though folk. They were unforgiving and unwilling to pay the ultimate price without tasting revenge first.*

*After Alu slayed the dwarf N'rd'I (the wraiths already caused the dwarves to assume names in their own tongues back then) it began to stagger into the direction of the forts entrance, where a piece of the wall had collapsed, which would have allowed the beast to bring carnage and destruction to the fortresses heart. It was a stroke of luck which made it hesitate and saved the fleeing dwarves: A loyal dog attacked the foul creature, knowing it could not stand against the brute. It's sacrifice allowed the remaining warriors to arrive in time. Krosan the marksdwarf, one of many who already fell to the void, was the first one to arrive. Empowered by Anima'Rytak's dark sorcery he attacked Alu. Some say he was out of ammunition that day, other say it was due to his bad mood that he decided not to fire any bolts, but all agree that he jumped at the creature and, with a horrible scream, bit the wereape in his face. Alu shook him off and forced the dwarf to fall back. Dodging all of the beast attacks, Krosan lured the creature right into the arms off a fellow swordsdwarf, who layed his fierce blows across the ape's whole body, planting his blade right into Alu's heart. But the cursed monster did not fall yet. Ignoring the incoming storm of blades Alu grabbed the swordsdwarf's arm, ripping it off completely. The beast began gnawing off the skin of the swordsdwarf's head, when suddenly the rest of the military arrived: A speardwarf and a hammerdwarf. Combining their strenght they made the monster tumble and fall and kept hitting the brute with their weapons at the same time, causing him many wounds. And they all were upon him. Spears, hammers and fists kept pushing the beast towards it's death, and even the swordsdwarf, knowing he would die from his wounds, sunk his theeth into Alu's skull. But unlike the dwarves, Alu feared death, and with a howl which still haunts the halls of **Murdermachines**, he shook off the dwarves from his body and ripped the swordsdwarf's foot and head off with his teeth. Now using his legs, Alu continued grabbing the other warriors with his legs, blocking their attacks until he shattered the speardwarves hips and head. The beast then kicked the hammerdwarf against a wall, knocking him unconcious. Only one dwarf was left. Calling upon an ancient dwarven god, Krosan lept across the battlefield and, in a last effort to save his home, the dwarf bit the wereape in the face one more time. In that moment the moon disappeared at the horizon. Unable to hold his powers any longer, Alu reverted to his lesser form. 'TRAITOROUS, POINTY-EARED SCUM!' where the last words Alu heard before Krosan mashed his brain into a red mist.*
There stood the victorious one.
Without a single scratch.

Braveness and madness sometimes are the same thing.[

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **StLeibowitz** on **April 28, 2013, 02:15:19 pm**

Quote from: Yuli Viasi on April 28, 2013, 01:07:51 pm
'TRAITOROUS, POINTY-EARED SCUM!'

...I should never have robbed that elf caravan if they have these things in their arsenal. Nice update :)

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **April 28, 2013, 04:39:14 pm**

YES. Krosan IV gets his freaking REVENGE for Krosan I.

What the frick is it with my incarnations and wereapes?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Viasi** on **April 30, 2013, 11:50:46 am**

So, NRDL is dead. And I don't know if somebody already told you, but Vendix appearently died during the construction of the arena. During my reign I'll **probably** focus on reinforcing our aboveground fort, getting some magma into the arena's moat and architectural stuff. Tell me if you need anything to be made.

Spoiler (click to show/hide)
Except if it's rum.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **StLeibowitz** on **April 30, 2013, 04:15:06 pm**

Make rum! :D

In seriousness, though, the Microcline Anti-Raider Gate Extirpator (for the less technically inclined, that blue thing on the aboveground fort) could use some hooking up to a lever and opening as the death-gate I intended it to be.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **May 01, 2013, 07:33:34 am**

Rum for the RumGod!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Nyalathoteps_Cousin** on **May 01, 2013, 10:10:35 am**

Added myself to the dorf list. Loved DG1, and i'm seeing good things ahead for the Machine of Murders.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Viasi** on **May 01, 2013, 01:07:39 pm**

Quote from: StLeibowitz on April 30, 2013, 04:15:06 pm
In seriousness, though, the Microcline Anti-Raider Gate Extirpator (for the less technically inclined, that blue thing on the aboveground fort) could use some hooking up to a lever and opening as the death-gate I intended it to be.
How is that thing supposed to work?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **StLeibowitz** on **May 01, 2013, 04:41:59 pm**

Quote from: Yuli Viasi on May 01, 2013, 01:07:39 pm
Quote from: StLeibowitz on April 30, 2013, 04:15:06 pm
In seriousness, though, the Microcline Anti-Raider Gate Extirpator (for the less technically inclined, that blue thing on the aboveground fort) could use some hooking up to a lever and opening as the death-gate I intended it to be.
How is that thing supposed to work?

The basic idea was that those bridges would get hooked up to a lever and come crashing down. It's an atom smasher, with the modification of a trench in front of the bridge's connection to the ground to keep building destroyers away (I have never made an atom-gate before and was unsure if that would be an issue). There are multiple bridges so we could maybe add a secondary mode where each bridge has a lever and we can have the dwarves drop and raise them in patterns for fun.

Also, the entrance into the fort from that hallway was going to get a drawbridge gate that would drop open with the smasher bridges so the enemies would be lured on top of the smashers and catapulted off into the distance when they tried to run through and the gates shot up. Increased length would be a bonus, and I had plans for a three-dimensional labyrinth filled with reciprocating spears to precede the gate, but I was running short on time even without resigning, so it was never implemented.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Viasi** on **May 02, 2013, 11:43:24 am**

I'll see what I can do. Miners are working really slowly and I have other things to dig out. A bigger graveyard has priority, we already have two ghosts.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **May 02, 2013, 04:57:41 pm**

Quote from: Yuli Viasi on May 02, 2013, 11:43:24 am
'I'll see what I can do. Miners are working really slowly and I have other things to dig out. A bigger graveyard has ~~priority~~ no reason to exist, we already have two ~~ghosts~~ awesome permanent undead residents.

Fixed that for you.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Viasi** on **May 03, 2013, 06:58:42 am**

Thank you very much, I'm still sometimes getting confused by dwarven awesomeness. I will pump out an update today or tomorrow. After that I will try to finish the rest faster.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **May 03, 2013, 10:01:07 am**

I think this is why community games hold my interest when regular games of DF don't usually last more than a couple of years for me.

The entire community does nothing but egg you on to do dangerous and ill-advised stuff.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Viasi** on **May 03, 2013, 10:39:35 am**

Quote from: kefkakrazy on May 03, 2013, 10:01:07 am

I think this is why community games hold my interest when regular games of DF don't usually last more than a couple of years for me.

The entire community does nothing but egg you on to do dangerous and ill-advised stuff.

UPDATE IIIIINCOMING FUCKAS!

[1st of Granite, the depths of Murdermachines]
'Can you hear the sound of battle, friend?'

...

'Of course you don't.'

...

'Just a couple more months. ... I'll... finish.' *Cough.

...

How tired I am of this. Why won't they stop plaguing me? ... I have to deal with them as quickly as possible. Anima's not the only one who learned some 'magic' out there, you know...'

...

'We should go and see him.
Later.'

...

<the noises of sharp metal scratching on stone and silent coughs can be heard from the dark, followed by a grim laugh>

[Mayor Thikut Luritoslan's log, Spring 256]

...

11th of Granite
The poor soldier's corpse left on the stairway to the surface started rotting. Although everyone complains about it no one dares moving it. The dwarves are scared of the taint. I'll have to send some soldiers to deal with it.

15th of Granite
I saw that engraver strolling around the corridors in front of my bedroom at night. He moved really slowly and kept touching the walls as if he was looking for something. He kept mumbling (or was it chanting?) to himself until he stood right next to my door. When he saw me, he stopped and walked away into the dark as if nothing happened. I already heard of Malach's strange behaviour from others. Appereantly he keeps claiming pieces of smooth walls and floor for himself, screaming at and sometimes even fighting away other engravers.
NOTE: Keep an eye on the engraver.

19th of Granite.
The architects finished the designs for the new dining room and graveyard, construction will begin as soon as the miners are ready.
Our hospital is filled up with wounded from the last battles. Some of them have serious injuries and the doctor said some would not make it before he started giggling. The mechanics started constructing a traction bench so we can get some bones fixed.
(pictures)

...

24th of Granite
The blacksmith kept yelling that we are out of steel, as if that would change anything. We also received a message from our scouts. Appereantly someone started spreading stories about our recent carnages in the surrounding area. Which of course scared away all migrants.

3rd of Slate
Out of frustration, the dwarves decided to execute all captive furies using the drop shaft tomorrow. Hopefully their blood will cheer us up a bit.

4th of Slate
(OOC: *facepalm)
Most of the hamstermen survived their fall. ~~One Two Three~~ bled to death, the ~~others~~ remaining survivor just ran off into the living quarters. The soldiers do not care at all or are wounded, so we'll be stuck with ~~these monstrosities~~ that hamsterman hamsterwoman for a while.

...

10th of Slate
I ordered a bunch of dogs to be slaughtered or dropped down the execution shaft. They already are piling up in our statue gardens, I need to stop this before it gets out of hand.



13th of Slate
I swear, that engraver is up to something

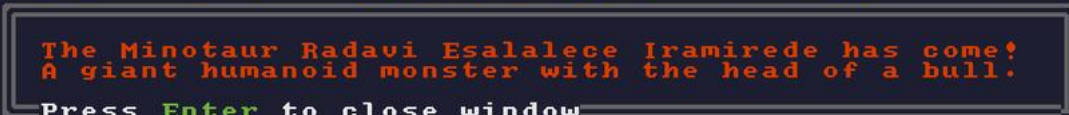
```
'Malach' Abodzulban has engraved a masterpiece!  
'Steve' Lokumakmam, Tree Destroyer cancels Pickup Equipment: Interrupted  
by Hamster Woman.  
'Malach' Abodzulban has engraved a masterpiece!  
The Stray Dog (Tame) has been slaughtered.  
Onul Mäzomusuth has created a masterpiece!  
'Malach' Abodzulban has engraved a masterpiece!  
'Malach' Abodzulban has engraved a masterpiece!  
'Malach' Abodzulban has engraved a masterpiece!  
'Malach' Abodzulban has engraved a masterpiece!  
'Malach' Abodzulban has engraved a masterpiece!  
'Malach' Abodzulban has engraved a masterpiece!  
'Malach' Abodzulban has engraved a masterpiece!  
You have struck clear Zircon?  
'Malach' Abodzulban has engraved a masterpiece!  
'Malach' Abodzulban has engraved a masterpiece!  
'Malach' Abodzulban has engraved a masterpiece!  
'Malach' Abodzulban has engraved a masterpiece!
```

Although his engravings clearly are of great quality, they seem weird. There is something about them which I can not explain properly. I'm not the only one who feels like this.

Engraved on the wall is an exceptionally designed image of the donkey and NRDL Brassbases the Truss of Muting the dwarf by 'Malach' Abodzulban. Is making a plaintive gesture. 'NRDL' Brassbases the Truss of Muting is laughing. The artwork relates to the mortal wounding of a donkey by the dwarf 'NRDL' Brassbases the Truss of Muting with a copper short sword in Murdermachines the Blood-Citadel in the early summer of 253.

14th of Slate
I woke up with an engraving IN MY ROOM! That madman...

17th of Slate



A minotaur! That elven scum keeps sending their pawns against us. The guards saw the beast lurking in the woods. The say it'll be here tomorrow. Armok be with us...

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Wastedlabor** on **May 03, 2013, 02:31:58 pm**

Did Dappercat get redorfed?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **May 03, 2013, 06:39:44 pm**

I've dropped hamsters before, accidentally. They're surprisingly resilient, why should hamster men be any different?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **StLeibowitz** on **May 03, 2013, 07:46:58 pm**

I think we need a bigger tower...again.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Gentlefish** on **May 04, 2013, 01:50:00 am**

Don't we need a bigger tower always? We should be able to gib a voidspawn with it.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **NRDL** on **May 04, 2013, 01:52:27 am**

Please re-dorf me as Baelor the Axe-crazy. I'd like to serve in the military as an axedwarf.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **peregarrett** on **May 04, 2013, 02:23:05 am**

And my dorf is still alive. Great achievment for a smith swordsdorf who's in consant state of internal rage.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Viasi** on **May 05, 2013, 05:29:05 am**

Uhm, yeah. *Alive*.

Update is coming today, the adding of screenshots will get delayed because of certain problems.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **peregarrett** on **May 05, 2013, 08:18:56 am**

Quote from: Yuli Viasi on May 05, 2013, 05:29:05 am

Uhm, yeah. *Alive*.

I'm glad that my successor followed the tradition of dwarf mass sacrifice. >:D
I feel sorry for you, dead Blade, Dortimus, Puff, Krosan and Peregarrett. RIP

/~~\ /~~\ /~~\ /~~\ /~~\
| | | | | | | | | |
|RIP| |RIP| |RIP| |RIP| |RIP|
| | | | | | | | | |

We will probably need at least 20 times as many graves as that by year 10.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Lolfail0009** on **May 05, 2013, 06:21:20 pm**

Has Cor'Daz been dorfed?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Blade Master Model 42** on **May 05, 2013, 10:39:55 pm**

Crap. Do I have to put myself in the dorfinator again? If no, get me on a pump gym. Once I am maximum STRONG, stick me back in the military.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Gentlefish** on **May 06, 2013, 03:17:40 am**

Ah, damnit.
Puff wants a big strong dwarf for revenge on gobbos.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **SanDiego** on **May 06, 2013, 06:18:24 am**

Quote from: Yuli Vlasl on May 05, 2013, 09:30:38 am
Of course someone would have to rebuild the military first. BECAUSE EVERYONE'S DEAD! :-[/ :D
I will redorf all the dead soon.
That seems to be SOP for Deathgate.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Vlasl** on **May 06, 2013, 11:26:33 am**

For the 'strange cat'-person: Yes, Dappercat has already been dorfed by somebody else.
I will try to make another update soon.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Vlasl** on **May 06, 2013, 11:29:41 am**

It's probably worth mentioning that AnimaRytak is the only ecstatic dwarf in the entire fort.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **May 06, 2013, 11:34:28 am**

Quote from: Blade Master Model 42 on May 05, 2013, 10:39:55 pm
Crap. Do I have to put myself in the dorfinator again? If no, get me on a pump gym. Once I am maximum STRONG, stick me back in the military.
No, whoever's turn it is is supposed to make a line for Blade II and redorf you automatically. Eventually.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **StLeibowitz** on **May 06, 2013, 06:18:36 pm**

Quote from: Yuli Vlasl on May 06, 2013, 11:29:41 am
It's probably worth mentioning that AnimaRytak is the only ecstatic dwarf in the entire fort.
Quick, check him for rum! The bastard's probably spirited some off to his ~~la#~~ office, to act as pleasant refreshment as his evil scheme unfolds!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Mr Space Cat** on **May 06, 2013, 07:44:44 pm**

Oi, I still wanna be a meatshield!
Go find an inexperienced dorf, throw an axe at him, and dub him "Space Cat" the "Meatshield" and...uh...preferably *not* throw him out at the goblins. I need squadmates to shield my meat.
Nice to see the fort is picking up in activity.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **May 06, 2013, 08:22:11 pm**

Quote from: StLeibowitz on May 06, 2013, 06:18:36 pm
Quote from: Yuli Vlasl on May 06, 2013, 11:29:41 am
It's probably worth mentioning that AnimaRytak is the only ecstatic dwarf in the entire fort.
Quick, check him for rum! The bastard's probably spirited some off to his ~~la#~~ office, to act as pleasant refreshment as his evil scheme unfolds!
I'm sigging that.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **StLeibowitz** on **May 06, 2013, 08:37:08 pm**

I am honored :D

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **AnimaRytak** on **May 06, 2013, 11:06:06 pm**

On a side note, I think my status as evil overlord of Murdermachines has just been cemented.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Gentlefish** on **May 06, 2013, 11:24:39 pm**

Only the truly fucked up can be happy in this madness.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **peregarrett** on **May 07, 2013, 01:19:08 am**

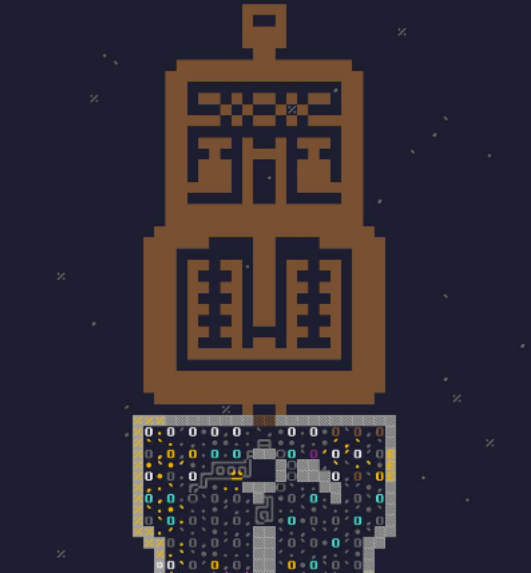
So, sugestions to improving defence effectiveness:
- Continue the curvy-trapped path further to the west - pave floor over that pond, surround it with walls and so on.
- Channel down next to ballista battery and make ramps there (looks like it goes right into finished goods stockpile, so some rebuilding should be made), ant then continue with long straight 3-tiles wide passage (can be surrounded with 1-tile channels all along the way to collect ballista arrows that missed) with ballista battery at the turn. Repeat several times.
- Golden blobs shotgun somewhere in the middle. I think more realiable way to produce blobs is first load the minecart with golden toys and then submerge the (magma-safe) cart into magma. And then bring it to the launching position.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Vlasl** on **May 07, 2013, 09:15:07 am**

I added some screenshots to the previous updates. Some got lost because of not important.
Have some more pictures:
The military quarters in construction:



You can find this room below the lower end of the execution drop
The graveyard before the construction began:



I know some things aren't connected properly in this screenshot but I already fixed that.

[Mayor Thikut Luritoslan's log, Summer 256]

4th of Hematite

We can hear their growls coming down the staircase every night. The goblins don't seem to get tired of laying siege to our fort and the trolls are to dumb to complain anyways. Inside the fort we are safe for now and we have enough food, farms and dogs to survive for a long time. But it can't go on like this. The masons announced the completion of the military quarters today. I will have to knock at every door, looking for volunteers for our new squads. Most of the old ones have been disbanded because of the many deaths are connected to them. Hopefully those who already have fighting experience and aren't essential to any other aspects of the fort will join the military. We are running low on haulers though and it doesn't look like we are going to get some living migrants with all those greenskins in front of our gate.

5th of Hematite

The only skilled 'soldiers' Murdermachines can provide are two siege operators who aren't even brave enough to move in sight of the enemy and some marksdwarves. Looks like the military will have to be rebuild from scratch. Somebody moved Lovedthruths, the artifact weapon rack down to the military quarters already. It's time to set up the dangerrooms.

9th of Hematite

Malach, the engraver seemed really happy today. He was jumping around, screaming that he 'has finished it'. Finished what? Weird guy. He spent to much time getting chased by the hamsterwoman.

13th of Hematite

Thikut Kodorathel, Child Survivor withdraws from society...

The 'child survivor' Thikut (beatiful name if you ask me) started his strange mood today. Let's hope he can cheer us up a bit.

22nd of Hematite

Finally, the construction of the graveyard has begun. Our hospital is almost empty. If it weren't for the invaders, it would be a wonderful day. Even the hamsterwoman finally decided to die. I swear, Malach was crying tears of joy. I think.

...

10th of Malachite

I ordered the construction of ballistae inside the new shooting range. Young Thikut has finally begun his construction inside a craftsdwarf's workshop. Amazing what 3-year-olds are capable of nowadays. Work on cleaning up the aboveground fort is going well. The graveyard is almost finished and we already got some corpses down there.

18th of Malachite

Thikut finished his scepter today! It's worthy of a mighty dwarven king.

This is a chestnut scepter. All craftsdwarfship is of the highest quality. It is encrusted with cushion tetrahedrite cabochons, decorated with Chestnut and black bear leather and encircled with bands of round malachite cabochons, round microcline cabochons and rectangular tetrahedrite cabochons. This object menaces with spikes of microcline. On the item is an image of Can Bustaverns Save The World? the Jaguar leather-bound book in chestnut. On the item is an image of a giant chinchilla in scherl.

HAIL THE CHINCHILLA!

...

(the next pages mostly contain praises to the mighty chinchilla.)

27th of Malachite

I have it! Why not just build a loooooong hallway full of cage traps and lure those greenskins in there? ~~Now where do we get 78 cages?~~ STUPID IDEA! How about a bridge above a deep chasm? No, better idea: MOVE THE FORT SOMEWHERE ELSE! YES!

28th of Malachite

I'm feeling... weird. It's like I'm being watched all the time... I needed to cheer up the citizens, so I placed the minotaur in the new dining room area. I should put up a few tables and chairs there too. Somebody also requested one of the captured crow girls to be put into the dark room in the middle of the living quarter no one uses. Weird people.

...

11th of Galena

I looked through AnimaRytak's notes today. We have a total of almost 1000 eggs! We need a kitchen, now!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **Yuli Viasi** on **May 07, 2013, 09:16:59 am**

Quote from: peregarrett on May 07, 2013, 01:19:08 am

So, sugestions to improving defence effectiveness:
- Continue the curvy-trapped path further to the west - pave floor over that pond, surround it with walls and so on.
- Channel down next to ballista battery and make ramps there (looks like it goes right into finished goods stockpile, so some rebuilding should be made), ant then continue with long straight 3-tiles wide passage (can be surrounded with 1-tile channels all along the way to collect ballista arrows that missed) with ballista battery at the turn. Repeat several times.
- Golden blobs shotgun somewhere in the middle. I think more realiable way to produce blobs is first load the minecart with golden toys and then submerge the (magma-safe) cart into magma. And then bring it to the launching position.

I'll let somebody else do that :P

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **Yuli Viasi** on **May 08, 2013, 09:15:20 am**

I dorfed Baelor and Space Cat and put them into the military. I also put San Diego II into the new squad because we lack disposable dwarfs. A lot are children and some are essential to farming and other stuff. We don't have enough archers and we don't have enough steel armor. I'll make some.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **Yuli Viasi** on **May 08, 2013, 09:20:45 am**

And in case someone wants to be a speardwarf, we have an artifact spear lying around somewhere. Just tell me if you want it. Space cats dwarf already killed 15 goblins. I updated the dorfinator a little and I'm going to dorf some more people while I'm building up the military.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **Gentlefish** on **May 08, 2013, 10:54:10 am**

Speardwarf me. If there's any artefact lead shields around, I'll take one of those, too :P Puff II shall smash brains in!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **Yuli Viasi** on **May 09, 2013, 12:47:28 pm**

Well, there aren't any artifact shields around but I just threw an artifact bronze breastplate and an artifact shoe at you. ~~Probably not a good idea~~ YOU WILL HAVE TO MUCH BLING-BLING TO HANDLE!
I finished autumn, winter will follow soon. I expect the next (and last) update to be up tomorrow.

I've got good news, bad news, good news, bad news and good news. Bad news aren't that bad though.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **SanDiego** on **May 09, 2013, 01:12:40 pm**

You should use that artifact shoe as a sidearm.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **Urist McDwarfFortress** on **May 09, 2013, 01:21:01 pm**

Does the artifact quality increase its effectiveness as a misc. object?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **Gentlefish** on **May 09, 2013, 01:42:20 pm**

Hell yeah shoes.

Spoiler (click to show/hide)
The goblin spearmaster stabs puff II in the foot, but it's deflected by artefact shoe!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **AnimaRytak** on **May 10, 2013, 02:12:37 pm**

Just a little tidbit, tomorrow marks two years of the Deathgate Chronicles!

Rejoice minions!

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**

Post by: **Urist McDwarfFortress** on **May 10, 2013, 03:44:42 pm**

Quote from: AnimaRytak on May 10, 2013, 02:12:37 pm

Rejoice minions!

yaaaaaaaaay.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Lolfail0009** on **May 10, 2013, 06:47:37 pm**

Quote from: AnimaRytak on May 10, 2013, 02:12:37 pm
Rejoice minions!

CEEEEEEELEBRATE GOOD TIMES **COME ON!**

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Nyalathoteps_Cousin** on **May 10, 2013, 06:53:14 pm**

Quote from: Lolfail0009 on May 10, 2013, 06:47:37 pm
Quote from: AnimaRytak on May 10, 2013, 02:12:37 pm
Rejoice minions!

CEEEEEEELEBRATE GOOD TIMES **COME ON!**

I will.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Viasi** on **May 11, 2013, 02:56:03 am**

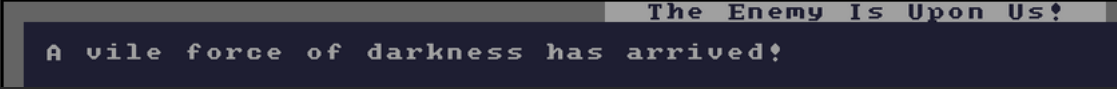
Quote from: AnimaRytak on May 10, 2013, 02:12:37 pm
Just a little tidbit, tomorrow marks two years of the Deathgate Chronicles!
Rejoice minions!

Woop Woop Woop. **THE SOUND OF DEATH.**

[Mayor Thikut Luritoslan's log, Summer 256]
18th of Galena

It's a miracle! A human caravan showed up next to our fort today. They must have seen the goblins, because they turned on their heels the next second and ran away. And the greenskins are leaving with them! But we won't open our gates yet, in case the voidspawn returns...

19th of Galena



Shit. Voidspawn.

...
Theyarehereagain
....
getinthesquare
...
square
....

21st of Galena
The smasher on layer 93 was completed today. Time to smash something. (Btw, I constructed the smasher the wrong way, it doesn't work.)

[Mayor Thikut Luritoslan's log, Autumn 256]
3rd of Limestone



It's a miracle that no one is going mad from the noise.

4th of Limestone

I had an idea today. What if the day comes that we can't hold of the enemy at our gates? What if we will be forced to return to the depths our ancestors were wrought from? We need to prepare. It's probably a waste of time digging out those rooms but who cares? I'm the mayor after all and the miners have nothing to do anyways. Rooms with enough space for a dining hall, farms and hospitals will be dug out on layer one. Together with a tomb and a bunker for myself of course.

6th of Limestone



They are massacring themselves! Hooray! There's only one left!

11th of Limestone

I saw Blade today! Ghost are real!

16th of Limestone

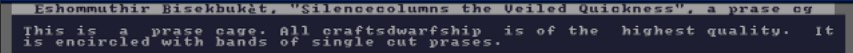
We started hauling the enemies corpses from the surface to the smasher. When I say 'we' I mean the haulers. 'We'll probably smash soem dogs under it too. Curse those dogs. (Like I said, the smasher doesn't work.)

27th of Limestone

CogDis got a strange mood today. He locked himself inside a jeweler's workshop.

4th of Sandstone

CogDis finished his construction today. It's a CAGE MADE OF ONE SINGLE JEWEL! Don't ask me how he did that.



10th of Timber

Noodle still hasn't finished the dangerroom! Tomorrow I'll go down there and finish it myself.

11th of Timber

I went down to the military quarters down today. The siege operators are training properly. I got myself some mechanismsand connected the rest of the upright spear trap to the lever. The next moment the squad showed up. Pushing me aside, they went into the dangerroom and immediately started training. They all had something weird about themselves... Although they clearly never had to use a weapon in their entire live and their physical shape was terrible they moved like they were experts. Except one. I only recognized Malach the second before he almost smashed my head with a huge warhammer. His purple eyes glared at me below an oversized steel helmet his mouth shaped to a grin. 'S'rry, I slipped' he said, then he proceeded hammering an engraving into the wall above my head. Fuck you Malach.

...
[Mayor Thikut Luritoslan's log, Winter 256]

7th of Moonstone

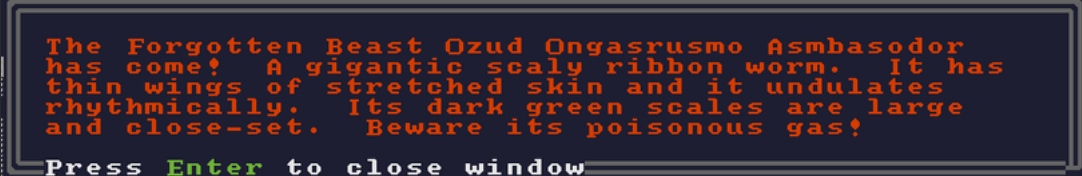
...training is going well, the ghost of Aoshi haunts the dangerroom...

...progress at the deep halls, farms will be put up soon in the caverns...

9th of Moonstone

Thorklid Jarnox has given birth to a girl while cutting down trees in the caverns.

10th of Moonstone



Press Enter to close window

A forgotten beast! Seal of the underground! It's name is to long to pronounce properly, we just call it the Ambassador.

(I just noticed that there's one way into the caverns that I did not seal off. Shitshitshitshit.)



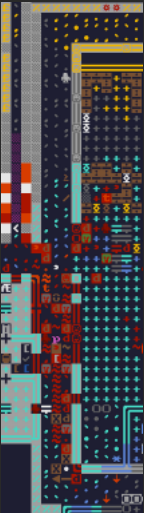
Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Viasi** on **May 11, 2013, 06:30:44 am**

11th of Moonstone
It just... stopped. It's sitting right in front of the breach, not attempting to enter. We should put some walls up before it changes it's mind.
12th of Moonstone
IT'S IN HERE! SHIT SHIT SHIT! SEND THE SQUAD!

Baelor is the first one to arrive. Appereantly he decided to take a nap down there when the beast woke him up. He's getting his left leg ripped off, the beast gets lured away by other civilians. In an act of heroism and stupidity, Jables picks up Baelo and attempts to get him out of the room. Of course, Ambassador notices them. Baelor bleds to death as Jables drops him on the ground. Jables himself dies shortly after. The arriving squad gets completely mutilated. I lost my original notes, but I remember writing down every death and it's cause. I also remeber writing 'FUCKING EVERYONE DIES' under the list. The entire military died the second time under my reign, multiple pets, children and civilians got massacred too. After some time the beast clamed down and I attempted To seal it off multiple times, failing each time because some children or animals ran into the room the beast was chilling out in, luring it out. The one time I almost succeded Atomic Avocado lured the thing into the living quarters....

22nd of Opal
We can't....
blood everywhere

After throwing all of our civilians into squads, sending them against the monster, which lost it's wings by the way, I managed to seal the beast inside of our graveyard. At the cost of half of your population. And of course no migrants. Some dwarves start tantruming. We don't have enough coffins. Blood everywhere. There's a voidspawn outside of the fort, a beast of mass destruction inside of our fort. We lost almost every dorf. (I'm blaming dogs and children, expecially Anima's son.)



But wait, there's alternate reality Murdermachines!

12th of Moonstone
IT'S IN HERE! SHIT SHIT SHIT! Oh, nevermind, we sealed it off. We will proceed securing the caverns and contructing the farms.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Viasi** on **May 11, 2013, 07:09:38 am**

How do you want me to proceed?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Lolfail0009** on **May 11, 2013, 07:10:56 am**

Take command. Lead your men. Hide in booze stockpile. Weep, and everyone weeps with you.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Viasi** on **May 11, 2013, 09:27:35 am**

Quote from: Lolfail0009 on May 11, 2013, 07:10:56 am
Take command. Lead your men. Hide in booze stockpile. Weep, and everyone weeps with you.

I will finish the year in both Murdermachines and I willl upload both. I'd prefer the next overseer to take over the bloody mess the fort is right now but just in case the fortress dies because of tantrum spirals or something like that we will have a 'save' backup. *cough for people who don't like losing *cough. I will try to finish the farms in both realities but cleaning up the fort and getting a new graveyard up is more important. I won't be able to dorf everyone and I don't think we have enough dwarves to fulfill our needs. I didn't get a single migrant wave in the entire year and we are down to about 30 dwarves. We'll get through it somehow.

Also, sigged if you don't mind.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Viasi** on **May 11, 2013, 11:06:51 am**

I finished my year at the bloody reality Murdermachines. More than half of our population is made up of children, half of the adults are lying in the hospital. Pitchblende is mayor now, AnimaRytak is dead. I deactivated two farmplots because we have more than enough food and I don't want to use up laboring time. Children are tantruming and some guy just made a warhammer made out of dwarf bone. The voidspawn is gone now, so it's kind of save to open the gates and get some caravans inside. Things are looking grim, but it can be fixed.

Soo, I had three artifacts, two obliterated militaries, three monsters of which one killed almost everyone and two sieges of which one killed itself. And the graveyard I dug out became the formerly mentioned monster's lair.

Save will be up soon.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Urist McDwarfFortress** on **May 11, 2013, 11:26:37 am**

Wait, the siege destroyed itself? Voidspawn kill each other?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **kefkakrazy** on **May 11, 2013, 12:20:54 pm**

Jesus Christ, Yuli, what did you *do*?

I officially turn over my crown as the King of Oops, Dwarfmurderer and Unintentional Shit Wrecker.

That was amazing though, best turn in a while. Killing off the entire military twice? That's amazing.

Don't misinterpret: I'm impressed as hell and don't care about the deaths. Good show, man.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **Yuli Viasi** on **May 11, 2013, 12:33:35 pm**

I feel honoured.

Quote from: Urist McDwarfFortress on May 11, 2013, 11:26:37 am
Wait, the siege destroyed itself? Voidspawn kill each other?

Yes, I posted a screenshot of their corpses taking a bath inside their own blood and abyssal taint. Looks like we found a weakness. Any explanations Anima?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **SanDiego** on **May 11, 2013, 12:57:54 pm**

Jesus. Squads of untrained civilians charging eldritch horrors and dying by dozens? Sounds like Sparkgear. And one overseered by Barbarossa.

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **AnimaRytak** on **May 11, 2013, 01:38:54 pm**

So here's a question. Would you rather be a soldier in Barbarossa-Era Soviet Russia, or Murdermachines on any average Tuesday?

And Happy Birthday Terry!

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **StLeibowitz** on **May 11, 2013, 01:51:40 pm**

It seems the Voidspawn have difficulty telling who is a dwarf and who is a spawn dwarf. I am completely okay with this :)

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **Lolfail0009** on **May 11, 2013, 08:48:46 pm**

It was Terry indulging in an early birthday present :D

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **Chimpanzee** on **May 12, 2013, 01:38:08 am**

The dorflist needs quite the update.
Cool turn, Yuli. Thank you for following my dwarf massacre and taking it further to the civilian realm. >:D
RIP AnimaRytak, Former Overlord of Murdermachines

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **kefkakrazy** on **May 12, 2013, 02:24:59 am**

Hey Yuli, have you updated the dorfinator with deaths yet? If you don't feel up to it I don't mind doing it.

(If you've already done it, then I didn't see it on account of that thing having a maaaaaagnificent death count already)

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **Yuli Vlas** on **May 12, 2013, 11:06:22 am**

I did not update it yet but I will post a screenshot of all survivors today. I'll try to update the dorfinator myself.

EDIT:
This is all that is left of our population, there aren't enough adult dwarves to fulfill our dorfing needs, so we'll have to grab ourselves some children. Note the dwarven child that I nicknames as Minker. He is Malach's son, a worshipper of the god of fortresses and fat. He has literally NO FRIENDS and he even has a grudge against Lorbam Stinthadedtul. She was friends with AnimaRytak, Baelor II, Dortimus II, The Mad Fool and Malach.
I'm grabbing Minker and making him my new dorf, changing his name to 'Minkerrow'.

| Citizens (31) | Pets/Livestock (79) | Others (51) | Dead/Missing (404) |
|---------------------------------------|---------------------|-------------------------|------------------------------|
| Thorkald Jarnok, Captain of the guard | | Store Item in Bag | Rest |
| Honon Nishlan, Blacksmith | | Store Item in Stockpile | Rest |
| Fiked Olinudil, Blacksmith | | Store Item in Barrel | Rest |
| Erich Hissman, Bone Carver | | Give Water | Store Item in Stockpile |
| Onul Názomustuth, Clothier | | Store Item in Stockpile | Make bronze bars (use ore)/R |
| Ral Konoslektad, Potter | | Brew Drink/R | Store Item in Stockpile |
| Ral Amkineral, Strand Extractor | | Rest | Sleep |
| Udill KChukuntram, Brewer | | Conduct Meeting | Soldier |
| Stodip Eturikal, Pump Operator | | | |
| The Mad Fool, Zurlanning, Quack | | | |
| Limal Nzonhamost, Diagnoser | | | |
| Pitchblende Domsuhul, Artificier | | | |
| Scaliper, Rigethlelum, Abacus | | | |
| Lorbam Stinthadedtul, Dwarven Child | | | |
| Odom Uchilozok, Dwarven Child | | | |
| Malol Idoddom, Dwarven Child | | | |
| Malol Hictamaroth, Dwarven Child | | | |
| Chabel Uchilozok, Dwarven Child | | | |
| Thikut Kodorathel, Child Survivor | | | |
| Mal Halemavuz, Dwarven Child | | | |
| Ushat Ostiden, Dwarven Child | | | |
| Minker, KChukkal, Malach's son | | | |
| Zinctr Dumetimar, Dwarven Child | | | |
| Ltact Amalimel, Dwarven Child | | | |
| Bomrek Onelimeh, Dwarven Child | | | |
| Dumet Onelimeh, Dwarven Child | | | |
| Imuch Huzivitat, Dwarven Child | | | |
| Hepul Babbikpest, Dwarven Child | | | |
| Churir Hebrithazed, Dwarven Child | | | |
| Skem Gabarlogem, Dwarven Baby | | | |

Uploading the save will be delayed because of technical problems. Sorry.

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **kefkakrazy** on **May 12, 2013, 11:55:27 am**

Jeeeeeeeeebus.

And that forgotten beast killed them all?

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **Yuli Vlas** on **May 12, 2013, 01:28:44 pm**

There were 70 dwarves before the beast got in. Some died to the goblin siege and the wereape but that were less than 10 I think.

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **Blade Master Model 42** on **May 12, 2013, 01:30:05 pm**

Yikes. It's time to completely lock down the fort, work on happiness, and try not to die off.

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **Yuli Vlas** on **May 12, 2013, 02:13:28 pm**

Here's the save: <http://dffd.wimbli.com/file.php?id=7651>
I sealed of the complete graveyard to prevent Ambassador from escaping. The militaryquarters are under the room that was dug out at the lower end of the execution drop. The lever for the dangerroom's speartraps is the one next to it's door. There's also a shooting range for ballistae there. If you find a pile of dogs, blocks and dead goblins, that's my failed atomsmasher. Please kill the dogs. I ordered an area to be dug out in the caverns. Somebody has the lever at layer one (there's a hotkey to get there) so the miners can reach it. Please construct walls around the dug out area and make farms down there.

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **AnimaRytak** on **May 13, 2013, 04:19:21 am**

Yuli's turn is finished, Mr. Space Cat is up next.

Btw, I once again approve a danger room considering how close we are to getting FUBAR'd.

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **Yuli Vlas** on **May 13, 2013, 06:19:13 am**

The dangerroom is working, I got Malach from zero to skilled Hammerdwarf in less than a month. If someone manages not to kill the military of for long enough while producing **full** steel armor (srsly, stop the production of boots and greaves, we have more armor than dwarves right now). And we need to get migrants. Without letting in a voidspawn or something like that. The cage traps at the fortresses entrance are filled with goblins and have to be reloaded, but we probably don't have any mechanics.

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **SanDiego** on **May 13, 2013, 10:40:23 am**

Somehow, I think that our casualty total will have a mite... deterrent effect on prospective migrants.

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **StLeibowitz** on **May 13, 2013, 04:00:42 pm**

Nonsense, they're *dwarves*. The only immigration deterrent is a lack of socks and we should have plenty of pairs free now.

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **SanDiego** on **May 13, 2013, 04:44:51 pm**

Oh! I almost forgot. All those FREE xXsocksXx covered in blood, vomit and filth.

I guess Winston Churchill's corpse started to rotate in his grave before I finished that sentence.

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **Urist McDwarfFortress** on **May 13, 2013, 05:10:57 pm**

Quote from: SanDiego on May 13, 2013, 04:44:51 pm
Oh! I almost forgot. All those FREE xXsocksXx covered in blood, vomit and filth.
What dwarf could resist that?

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **TheFlame52** on **May 13, 2013, 06:31:38 pm**

So I came back to see how my dwarf was

WHAT

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **The Mad Fool** on **May 13, 2013, 06:37:52 pm**

I'M ALIVE! xD

My most ardent applause, Yuli. By the way, how's The Mad Fool's mood? I'd check myself, but I don't have DF installed on this comp.

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **Yuli Viasi** on **May 14, 2013, 03:25:58 am**

Last time I checked he was lying next to a wall in a pool of blood. He should be fine though.

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **kefkakrazy** on **May 14, 2013, 12:19:16 pm**

Yeah, that's pretty much just "lunchtime" for The Mad Fool. I imagine the pool of blood was once a patient; we'll know for sure if the blood animates into a blood daemon and finishes killing the fort.

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **The Mad Fool** on **May 14, 2013, 06:03:44 pm**

Well, he certainly has no shortage of ~~experimental subjects~~ patients these days. Must be keeping him real busy.

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **Yuli Viasi** on **May 15, 2013, 06:58:08 am**

'Blood? No, I'm just leaking evil.'

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **AnimaRytak** on **May 16, 2013, 01:26:10 am**

Kefka, its your turn.

ohgodweredoomed

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **Yuli Viasi** on **May 16, 2013, 12:06:03 pm**

Welcome to Hell, I mean, uhm ... Murdermachines.

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **Urist Mc Dwarf** on **May 16, 2013, 02:58:57 pm**

What's the difference?
Also, dwarf me.

Urist mc Dead/Killer

Profession: Insane One

Non ranged skilled millitary

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **The Mad Fool** on **May 16, 2013, 04:29:46 pm**

Quote from: Urist Mc Dwarf on May 16, 2013, 02:58:57 pm

What's the difference?
Also, dwarf me.

Urist mc Dead/Killer

Profession: Insane One

Non ranged skilled millitary

Urist, I've inserted you into the Dorfinator. And as a reminder to everyone, the Dorfinator is in the OP, and you should put your dorfing requests there. For the sake of convenience, here's another link: <https://docs.google.com/spreadsheet/cc?key=0AISO5hVNjbAqdGUxNmW5dEFqVG91Nm1Jb2xKRk02NVE#gid=0>

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **kefkakrazy** on **May 16, 2013, 08:20:52 pm**

Mein Gott. What have we done.

What. Have. We. Done.

(I will make an honest effort to not kill the fortress _{again}.)

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **Teh_Idort** on **May 16, 2013, 08:21:51 pm**

Quote from: The Mad Fool on May 16, 2013, 04:29:46 pm

Quote from: Urist Mc Dwarf on May 16, 2013, 02:58:57 pm

What's the difference?
Also, dwarf me.

Urist mc Dead/Killer

Profession: Insane One

Non ranged skilled millitary

Urist, I've inserted you into the Dorfinator. And as a reminder to everyone, the Dorfinator is in the OP, and you should put your dorfing requests there. For the sake of convenience, here's another link: <https://docs.google.com/spreadsheet/cc?key=0AISO5hVNjbAqdGUxNmW5dEFqVG91Nm1Jb2xKRk02NVE#gid=0>

Also, side note here, barely worth mentioning.

EVERYONE IS DEAD, ALL IS LOST.

On another note, We're safe from Kefka! Praise the void-spawn!

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **The Mad Fool** on **May 16, 2013, 08:50:39 pm**

I am amused that The Mad Fool's longevity remains as unabated in this incarnation as in the last. This just goes to show the depths of insane depravity required to survive in Deathgate.

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **kefkakrazy** on **May 16, 2013, 10:51:30 pm**

I am not even going to touch this until tomorrow at the earliest, but have no fear: There WILL be shit, and it WILL go down.

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **SanDiego** on **May 17, 2013, 05:38:48 am**

Take the optimistic perspective - since we are all dead, we can't be killed in whatever fuckup will happen.

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **Yuli Viasi** on **May 17, 2013, 07:15:47 am**

Well, **you** are dead. I have to fear for my dorf's only son.

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **SanDiego** on **May 17, 2013, 08:00:43 am**

I'm getting used to be dead. All my dwarf-ego's tend to die in some truly imaginative ways.

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **xSkeletalx** on **May 17, 2013, 10:38:38 pm**

Added myself to the Dorfinator - not ready to sign up for a turn but I'm more than willing to die in ~~various stupid fashions~~ for the glory of the Void!

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **kefkakrazy** on **May 18, 2013, 11:19:27 am**

Notes so far:

I'm going to wind up completely f*%&ing pretty much all labor assignments. I'll try to lay them back out in a sane fashion once I'm done but for right now I can't afford to let anybody specialize, I got stuff needs doin' and everything else can wait on that.

I'm currently working on making sure that the fortress is completely cut off from above and below so that I can try to stabilize things. I have a lot of slabs to make.

The Mad Fool is missing a leg but is otherwise okay. He was thirsty, but as one of my first actions I'm going to shut down all labor assignments and tell people to get to the fricking hospital with water and food. Pitchblende and Scaliper are alive but have critical wounds; Pitchblende has serious internal wounds (bruised organs), and Scaliper has a broken spine in addition to a laundry list of other wounds.

I may try to get to dorfing but right now there aren't nearly enough warm bodies to house you jokers and a bunch of them are borderline tantrum. A kid started throwing a tantrum off and on a couple times while I was looking.

The "AMBASSADOR" is still alive and in our tomb, to my horror. At this point I'm half tempted to shove the entire fortress into crossbow squads and carve out the walls of the tomb into fortifications just to reclaim the damn thing, because I'm sure as shit going to need it.

Yuli, quick question: Are we secure from above? What do I need to do to make sure nothing can get in, and what do I need to do to open back up if migrants show up?

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **kefkakrazy** on **May 18, 2013, 05:14:12 pm**

We currently have eight ghosts in the place. Four of them are unnamed, including one dead baby ghost, but congratulations are due to Oryx, Aoshi, Blade, and Brokenmind for being hate-filled enough to pay us a return visit.

Mad Fool is now our manager, on account of Pitchblende and Scaliper being too almost dead to do bookwork. He appears to be mocking them, as he's now on his foot and hobbling around the place looking for test subjects. He tried to write orders for the various dead bodies to be moved to his lab, but I was able to countermand this in time.

Current fortress mood: We have some miserable children, but most of the rest of the fortress are actually in fairly good spirits.

AnimaRytak, you have been redorfed as AnimaRytak II, Lich-King (I can change to Overlord if that is preferred). You are a legendary bonecarver and again the only Ecstatic dwarf in the fortress.

'AnimaRytak II' Risenmis, "'AnimaRytak II' Coalhaze", Lich-King
'AnimaRytak II' Risenmis has been ecstatic lately. He slept in a good bedroom recently. He has been annoyed by flies. He is quite pleased with making an artifact. He has witnessed death. He has been haunted by the dead lately. He dined in a good dining room recently. He has complained about the draft lately. He was caught in the rain recently. He has been satisfied at work lately. He was disgusted by a miasma lately.
He is married to Linul Punchtowns.
He is a citizen of The Rampart of Tours. He is a member of Bodythief the Void-Wraith. He is a former member of The Board of Folds. He arrived at Usânstâkud Nazushnestthos on the 26th of Slate in the year 254.
He is seventy-one years old, born on the 1st of Granite in the year 186.
He is short and just incredibly fat. His small-lobed ears are very splayed out. He has a very clear voice. His long sideburns are braided. His long moustache is neatly combed. His very long beard is braided. His hair is clean-shaven. His nose is upturned. His heliotrope eyes are slightly rounded. His skin is dark brown.
He is incredibly tough and slow to tire, but he is weak and really slow to heal.
'AnimaRytak II' Risenmis likes sphalerite, tin, moonstone, the color pale pink, diamonds, war hammers, backpacks and cave wheat for their stalks. When possible, he prefers to consume seahorse, humblebee mead and quarry bush leaves. He absolutely detests snails.
He has a good spatial sense, but he has had intuition.
He occasionally overindulges. He can be very happy and optimistic. He tends not to openly express emotions. He is trusting. He finds helping others rewarding. He is organized. He needs alcohol to get through the working day.
A short, sturdy creature fond of drink and industry.

I have carved fortifications into the walls of the tomb and drafted all of the vacant vessels into a marksdwarf squad. I need that tomb cleared!

Hmm. Tomb clear did not work. Damn. (The engravers wouldn't finish the job once a few tiles were mined out, and the gunners wouldn't use it. I'll work on it later or leave it for the next person)

This is utterly screwed. Guys, how do I operate the fortress gates? There appears to be a drawbridge that locks the front gate and has us cut off from the outside (which is good) but I don't know how to open it (which is bad).

The good news is we have enough food and booze in place to support the fortress pre-AMBASSADOR, much less these broken remnants.'

Quick question: WTF is this? It looks like someone had some mining operations going on in the caverns, but I've sealed those off as well to try to make sure we don't encounter any of AMBASSADOR's friends.



[note: For anyone having trouble with the line spacing on the Dorfinator not matching your cell selection, it works best in Chrome and will be a bit buggy in Firefox.]

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **Just Some Guy** on **May 18, 2013, 06:02:54 pm**

Build a Bastilla to kill the Ambassador.

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **kefkakrazy** on **May 18, 2013, 06:34:10 pm**

A Bastilla? I mean, she was annoying so I never used her, but how do you think she could solo the Ambassador?

Oh, wait, you mean a ballista, not Bastila.

Problem is the dwarves won't do it. There's no place safe to put one because of the layout of the tomb and the walls erected to seal in the Ambassador that's not so close to Ambassador that the engravers and/or operators won't flee. No, I think for the moment, the Ambassador lays claim to the tomb. We literally have no military right now to go in and take it back. All I've accomplished is punching murderholes into the walls of our ancestral burial ground.

EDIT: Further thought: Considering our fortress pedigree, murderholes in the walls of our ancestral burial ground is probably the best design feature we could have possibly sought out, though it could do with a good deal less monster.

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **Yuli Viasi** on **May 19, 2013, 05:40:05 am**

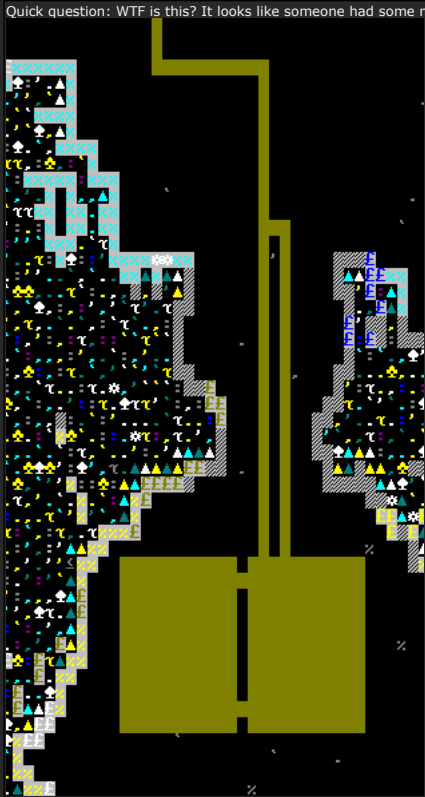
Quote from: **kefkakrazy** on May 18, 2013, 11:19:27 am
Yuli, quick question: Are we secure from above? What do I need to do to make sure nothing can get in, and what do I need to do to open back up if migrants show up?

As far as I know nothing except flying creatures can get inside as long as you don't open the bridge or deconstruct some walls. For some reason the bridge was constructed in a way in which the closed gate looks exactly like the open one, so you have to pay attention to dwarven or enemy movement to figure out if it's opened or closed. The lever has a note on it and can be found on layer 90. There are two levers inside a room. The left one made of limestone opens the front gate. I have no idea what the other one does.

The dude you dorfed as Anima is the one who made the dwarfbone warhammer. Good job, our leader is a maniac.

Quote from: **kefkakrazy** on May 18, 2013, 05:14:12 pm

Quick question: WTF is this? It looks like someone had some mining operations going on in the caverns, but I've sealed those off as well to try to make sure we don't encounter any of AMBASSADOR's friends.



This was supposed to be the former mayor's tomb/hallway filled with traps. I don't know what you sealed of there, but this layer is actually safe. The entrance to the caverns is already sealed of with a closed bridge. As long as you don't pull the lever on that level! it should be fine.

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **Chimpanzee** on **May 19, 2013, 06:17:11 am**

Quote from: Yuli Vlasl on May 19, 2013, 05:40:05 am
Quote from: kefkakrazy on May 18, 2013, 11:19:27 am
Yuli, quick question: Are we secure from above? What do I need to do to make sure nothing can get in, and what do I need to do to open back up if migrants show up?
As far as I know nothing except flying creatures can get inside as long as you don't open the bridge or deconstruct some walls. For some reason the bridge was constructed in a way in which the closed gate looks exactly like the open one, so you have to pay attention to dwarven or enemy movement to figure out if it's opened or closed. The lever has a note on it and can be found on layer 90. There are two levers inside a room. The left one made of limestone opens the front gate. I have no idea what the other one does.
The other lever controls the position of the bridge found exactly one level below the ground, just in front of the depot.
Kefkakrazy, use THAT lever if you want entire safety from external threats. Use the limestone lever if you want the refuse stockpile. Or just move everything underground.

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **kefkakrazy** on **May 19, 2013, 10:09:29 am**

Quote from: Yuli Vlasl on May 19, 2013, 05:40:05 am
This was supposed to be the former mayor's tomb/hallway filled with traps. I don't know what you sealed of there, but this layer is actually safe. The entrance to the caverns is already sealed of with a closed bridge. As long as you don't pull the lever on that level! it should be fine.

Good to know, I can deconstruct the wall I built and let the dorfs back out. I was just getting super paranoid at this point because I had no way of knowing if that layer was safe and one good critter getting into the fortress proper would probably be pretty much it at this point.

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **Yuli Vlasl** on **May 19, 2013, 01:43:49 pm**

For your convenience: When opened, the drawbridge on that level takes up an area of 3x3 tiles (it's a square, just saying).

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **kefkakrazy** on **May 20, 2013, 05:23:44 pm**

Um.

You guys know I said I was going to do my level best to try not to kill the fortress.

So it turns out that it actually is really hard to tell if the gate is open or closed, because it's a one-tile bridge. Huh.

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **renegadelobster** on **May 20, 2013, 05:30:32 pm**

Did you just accidentally the fortress?

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **kefkakrazy** on **May 20, 2013, 06:03:36 pm**

Pretty much. At this point either i'm going to have to reset to the initial save or accept the fortress crumbling, because our already-decimated population has again been torn up.

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **Lolfail0009** on **May 20, 2013, 06:11:14 pm**

Quote from: kefkakrazy on May 20, 2013, 06:03:36 pm
Pretty much. At this point either i'm going to have to reset to the initial save or accept the fortress crumbling, because our already-decimated population has again been torn up.
:(

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **kefkakrazy** on **May 20, 2013, 07:43:01 pm**

Well, this place is a nightmare. The 3x3 Bridge Yuli is referring to is mysteriously not triggering on the lever that I believe it's linked to (Underground Door Control or something?). If the lever is somewhere else I haven't found it yet, but there's a wall in place next to it so I'll leave that there to block off that cavern layer.

All attempts to wipe out the AMBASSADOR have failed. But at least we have enough food, and nothing else can go wro-



FOR FRICK'S SAKE

I promptly reactivated the hit squad and sent them after them. It's freaking kobolds, I don't care if you're unarmed, it-

The Kobold Spearman bites The Recruit in the left foot, bruising the muscle through the x<big tail fiber shoe>x!
The Kobold Spearman latches on firmly!
The Recruit charges at The Kobold Spearman!
The Recruit misses The Kobold Spearman!
The Recruit collides with The Kobold Spearman!
The Kobold Spearman is knocked over and tumbles backward!
The Recruit attacks The Kobold Spearman but She rolls away!
The Kobold Spearman stabs The Recruit in the head from behind with her <<iron spear>>, tearing the muscle, shattering the skull and tearing the brain through the x<alpaca wool hood>x!
A tendon in the skull has been torn!
The Recruit has been knocked unconscious!

The Marksdwarf gives in to pain.
The Kobold Spearman twists the embedded <<copper spear>> around in The Marksdwarf's lower body!
The Kobold Spearman stabs The Marksdwarf in the head with her <<iron spear>>, tearing apart the muscle, shattering the skull and tearing the brain through the x<giant cave spider silk hood>x!
An artery has been opened by the attack!
A tendon in the skull has been torn!
The <<iron spear>> has lodged firmly in the wound!
Onul Názomustuth, Marksdwarf has been struck down.

NO NO NO I FREAKING REFUSE TO LET MY TURN END WITH THE FORT OVERTHROWN BY KOBOLD RAIDERS

I have ordered EVERYONE to the fortress heart for a last line of defense. GET IN THERE YOU BEARDLESS MAGGOTS, DEFEND YOUR HONOR!

Oh god I think I accidentally locked them in the fortress with the gate lever and now they're trapped inside.

Uhm. There are dwarves which I know were just awake, which have headed to the dorms for a nap.

There are now KOBOLDS IN THE DORMS.



WAKE UP ANIMA! RUN!

At this point, the kobolds have decided it'll be cool to occupy the farms. We have children run up there to try to grab plump helmets, but mostly they just get shot at and die or flee.

Aoshi, your ghost is currently haunting AnimaRytak II in the hospital.

Mad Fool was working to drag people to the hospital, since he's one of the only adults left standing, but he took an arrow to the...

lung. He's still up and is pretty badass about it in all honesty.

The manager charges at The Kobold Spearman!
The manager kicks The Kobold Spearman in the left upper arm with his right foot, bruising the bone!
The manager collides with The Kobold Spearman!
The Kobold Spearman is knocked over and tumbles backward!
The manager strikes The Kobold Spearman in the lower body with his <-birchen crutch>, bruising the muscle and bruising the guts through the <<small cave spider silk tunic>>!
The manager punches The Kobold Spearman in the left hand with his right hand, jamming the bone through the left wrist's muscle and shattering the left wrist's bone!
The manager attacks The Kobold Spearman but She jumps away!
The manager charges at The Kobold Spearman!
The manager strikes The Kobold Spearman in the left foot with his <-birchen crutch>, bruising the muscle!
The manager collides with The Kobold Spearman!
The Kobold Spearman is knocked over and tumbles backward!
The manager strikes The Kobold Spearman in the head with his <-birchen crutch>, bruising the muscle and tearing apart the upper spine's nervous tissue!
The manager strikes The Kobold Spearman in the lower body with his <-birchen crutch>, bruising the muscle and bruising the guts through the <<small cave spider silk tunic>>!
The manager punches The Kobold Spearman in the right upper arm with his left hand, bruising the bone!
The manager strikes The Kobold Spearman in the left hand with his <-birchen crutch>, bruising the muscle!
The manager strikes The Kobold Spearman in the upper body with his <-birchen crutch>, bruising the muscle and bruising the heart through the <<small cave spider silk tunic>>!
The manager strikes The Kobold Spearman in the right lower arm with his <-birchen crutch>, bruising the muscle!
The manager strikes The Kobold Spearman in the right upper arm with his <-birchen crutch>, shattering the bone!
The manager kicks The Kobold Spearman in the right lower arm with his right foot, shattering the bone!
The manager strikes The Kobold Spearman in the left upper leg with his <-birchen crutch>, bruising the muscle through the <<small cave spider silk tunic>>!
The manager strikes The Kobold Spearman in the left lower leg with his <-birchen crutch>, bruising the muscle!
The manager strikes The Kobold Spearman in the lower body with his <-birchen crutch>, bruising the muscle and bruising the stomach through the <<small cave spider silk tunic>>!
The manager strikes The Kobold Spearman in the left foot with his <-birchen crutch>, bruising the muscle!
The manager strikes The Kobold Spearman in the right hand with his <-birchen crutch>, bruising the muscle!
The manager strikes The Kobold Spearman in the upper body with his <-birchen crutch>, bruising the muscle and bruising the heart through the <<small cave spider silk tunic>>!
The manager strikes The Kobold Spearman in the left lower leg with his <-birchen crutch>, bruising the muscle!

There are elves milling about outside, but it looks like they can't get to any trade depot on account of the gates now being sealed. Looks like I actually did manage to lock the kobolds in the fortress, go me.

Wait, what is this message?

What?

FFFFFFFFFFFFFFF

Spearman.
The Mad Fool' Zuglarning, Quack cancels Rest: Interrupted by Kobold Spearman.
It is now summer.
Fadaklungus, Voidspawn Drone Axe Lord is no longer enraged.
An ambush! Curse them!

Not opening the gates ever again.

There is a drone axelord and a drone swordmaster out there.

Mad Fool is cut off from the rest of the fort by the kobolds and there are only two undorfed vessels left on their feet. The entire fortress is unhappy and/or starving (nobody is feeding the patients), so it's a matter of time.



I added Mad Fool to the military and told him to get to the damned hospital. He promptly ran over to a kobold archer, presumably the same one that shot him in the lung, and beat it to death his crutch before tearing out its kidney with his bare teeth. I'm slightly afraid now.

»The Quack charges at The Kobold Bowman!
The Quack strikes The Kobold Bowman in the upper body with his <-birchen crutch->, bruising the muscle and tearing apart the middle spine's nervous tissue through the <<small cave spider silk tunic>>!
The Quack collides with The Kobold Bowman!
The Kobold Bowman is knocked over and tumbles backward!
The Quack strikes The Kobold Bowman in the left upper leg with his <-birchen crutch->, bruising the muscle through the <<small cave spider silk tunic>>!
The Quack strikes The Kobold Bowman in the left upper leg with his <-birchen crutch->, bruising the skin through the <<small cave spider silk tunic>>!
The Quack kicks The Kobold Bowman in the right upper arm with his right foot, shattering the bone!
The Quack punches The Kobold Bowman in the right foot with his left hand, bruising the muscle!
The Quack punches The Kobold Bowman in the right upper arm with his left hand, shattering the bone!
The Quack strikes The Kobold Bowman in the right upper leg with his <-birchen crutch->, bruising the muscle through the <<small cave spider silk tunic>>!
The Quack scratches The Kobold Bowman in the left upper leg, bruising the muscle through the <<small cave spider silk tunic>>!
The Quack bites The Kobold Bowman in the lower body, bruising the muscle and bruising the left kidney through the <<small cave spider silk tunic>>!
The Quack latches on firmly!
The Kobold Bowman misses The Quack!
The Quack shakes The Kobold Bowman around by the lower body, tearing apart the lower body's muscle and spilling her guts!
An artery in the lower body has been opened by the attack!

The survivors are patrolling the farm and not looking for trouble. I feel that if I just opened the gates they'd leave... but there's an entire ambush squad of voidspawn out there so screw that.

Mad Fool lost a fight with a spearman, taking a cut to the arm before wandering off to the hospital and laying down for a nap.

At this point, the fortress is basically finished. Every available adult is either crippled, starving to death, or both; there is nobody to feed or water the patients in the hospital, since "the patients in the hospital" translates roughly as "the adult population of the fortress." We have more ghosts than adults right now (several of which are haunting the hospital). Mad Fool finally got up for a snack, ran into a kobold, and promptly took three more stabs. He's not dead, mind, but it did knock away his crutch so he can't walk and is bleeding out on the floor.

AnimaRytak just tantrumed, but he's bedridden so it's hardly dangerous. And now he's dead of dehydration.

Our last healthy (or close) adult has gone mad. He's grabbed a pick, and... Oh, gods. No! No, you mindless bastard! Not that!

Monom Nishisak, random animal dissector, has started shouting that our doom will not come at the hands of the kobolds. I've no clue what he means to do, but he's waving a pick and frothing at the mouth.

Oh, no.



(<http://imgur.com/2b3juxF>)

Nonononono.



HE'S FREED THE AMBASSADOR! HE'S FREED THE AMBASSA-



So, I killed the fort. I didn't mean to. It was entirely an accident. And I did it anyway.

If it be decided to let this stand, then I'll post the save so we can have a reclaim. If the overall decision is to restart at the beginning of my save, that's cool too; I can do that, or I can pass on to the next person to try not to fuck the fort.

I leave it in your hands, Deathgaters.

When's your next turn? :P

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **Urist McDwarfFortress** on **May 20, 2013, 08:07:13 pm**

Ha ha ha! Killed by a Kobold raid! Priceless!

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **StLeibowitz** on **May 20, 2013, 08:28:55 pm**

We survived no rum. We survived unholy beasts from the depths. We survived the spawn of the Void Itself. We prepared for demons, elves, and goblins.

And we died to kobolds.

Shaaaaaaaaaaaaaaaaaaaaame.

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **bulborbish** on **May 20, 2013, 08:41:52 pm**

Can someone redorf me on the list, seeing as I can't see google docs right now for some reason.

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **The Mad Fool** on **May 20, 2013, 09:10:36 pm**

Last Journal Entries of "The Mad Fool" Zuglarning:
A Forgotten Beast! To think, such magnificent creatures would reside in this world as well! This is a good day, and I look forward to further observing its behavior.
Also, my vessel seems to have lost one of its legs. How tedious.

~~~

I have been cataloguing the recent influx of patients into my laboratory. It seems the Beast's incursion has given me a great deal to work with, but now we are rapidly running out of vessels. So much so, in fact, that I have been drafted to be the manager. Irritating. I tried to make the best of the appointment and assign some additional raw materials to my lab, but the Overseer was having none of it. Short-sighted fool! How am I to fashion a new generation of reanimated soldiers without fresh components?

~~~

Kobolds! Vermin! I had decided that, if the Overseer would not see to my needs, I would see to them myself when I was accosted by vermin! One of them was armed with a crossbow. Obnoxious. But it did present an opportunity to test my new prosthetic leg. Not only was it effective, it was incredibly successful! At last, my efforts are beginning to bear fruit!

It seems my exertions have taken their toll on this vessel. I think I will rest. Yes. Rest*line of ink trails off the page*

~~~~~

The remaining vermin had cut me off from my lab. The one with the bow was among them. I ate his kidney with some plump helmet and a nice Dwarven Rum. Delectable, though I wish the other one had not been so rude as to interrupt my meal. I've returned to my lab, and will continue my experiments in the morning. After I sleep. I feel so tired.

~~~~~

This page is splattered with blood. The writing is scrawled in an unsteady hand.
THE VOID COMES

TERRY

I AM COMING HOME

(OOC: That was so freaking metal. Redorf, please, if we reclaim.)

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **StLeibowitz** on **May 20, 2013, 09:30:53 pm**

Quote from: The Mad Fool on May 20, 2013, 09:10:36 pm

TERRY

I AM COMING HOME

And hello new sig!

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **kefkakrazy** on **May 20, 2013, 09:44:17 pm**

My personal gut feeling is that we should totally just reclaim. Being destroyed by kobolds in the end was too beautiful, and I really don't want to deny The Mad Fool a chance to show off as the fort's resident psychopathic superhero.

I think he may be one of the only dwarves in the fortress who actually managed to take out even a single kobold; pretty sure he had at least two on his kill list. The Mad Fool was absolutely the closest thing the shell-shocked survivors had to a leader, which says just about everything you could possibly want about how ridiculously this went down.

The freaking kobolds even had no interest in doing anything but running around stabbing puppies to death. After the initial incursion they at no point made any effort to chase anything larger than a dog and only fought with dwarves which came after them while occupying the farm and wandering through the fort; one kobold spearman even went into the hospital multiple times and literally *turned and left*, presumably sickened by some experiment Mad Fool had cooking in there, despite the hospital being full of helpless dwarf meat.

I just realized that the only named dwarf to actually survive at this point... is freaking Lashidang, because she was kidnapped instead of being murdered by FB or kobolds.

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **The Mad Fool** on **May 20, 2013, 10:07:35 pm**

Quote from: renegadelobster on May 20, 2013, 05:30:32 pm

Did you just accidentally the fortress?

Quote from: kefkakrazy on May 20, 2013, 06:03:36 pm

Pretty much.

Sigg'd, btw.

EDIT: Wait...I just realized that The Mad Fool at one point shattered the kobold spearman's arm by kicking it with his right foot. Note that he did not have a left foot at the time, nor a left leg. This means he planted his crutch into the ground and *roundhouse ninja kicked the kobold in the arm*.

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **Lolfail0009** on **May 20, 2013, 10:29:07 pm**

That. Was. METAL AS FUCK.
You may bear my children, Kefka.

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **Blade Master Model 42** on **May 20, 2013, 11:01:08 pm**

...Deathgate 3?

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **Lolfail0009** on **May 20, 2013, 11:26:08 pm**

Quote from: Blade Master Model 42 on May 20, 2013, 11:01:08 pm

...Deathgate 3?

Agreed!

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **The Mad Fool** on **May 20, 2013, 11:29:59 pm**

Quote from: Blade Master Model 42 on May 20, 2013, 11:01:08 pm

...Deathgate 3?

Isn't that a bit hasty? We can still reclaim.

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **Lolfail0009** on **May 20, 2013, 11:31:08 pm**

Quote from: The Mad Fool on May 20, 2013, 11:29:59 pm

Quote from: Blade Master Model 42 on May 20, 2013, 11:01:08 pm

...Deathgate 3?

Isn't that a bit hasty? We can still reclaim.

Fine, but I want Cor'Daz on the reclaim! No, wait, no... make it the wave after.... pl0x

Title: **Re: Murdermachines - Two Years of Madness! Rejoice Minions! (Deathgate II)**
Post by: **Gentlefish** on **May 21, 2013, 04:11:41 am**

Jesus, that was intense! I want a first migrant wave dwarf too - I don't care who. I just want Puff back in the action.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **Teh_Idort** on **May 21, 2013, 12:33:28 pm**

Quote from: AnimaRytak on May 21, 2013, 11:27:24 am

Spoiler (click to show/hide)
He's an elf.

HISS HISS

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **AnimaRytak** on **May 21, 2013, 12:34:44 pm**

Quote from: Teh_Idort on May 21, 2013, 12:33:28 pm

Quote from: AnimaRytak on May 21, 2013, 11:27:24 am

Spoiler (click to show/hide)
He's an elf.

HISS HISS

Spoiler (click to show/hide)
It's actually quite fitting. Since the Elves were wiped out by the humans centuries before the dwarves fell. Of course, once an elf, always an elf.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **kefkakrazy** on **May 21, 2013, 01:58:08 pm**

I'll post the save when I get home. Expect it tonight.

Still can't believe that I *flipping lost the fort to kobolds*. I blame whoever rigged that entrance gate; I feel like there's some rewiring to be done with regards to critical fortress mechanical infrastructure.

If I had another crack at this baby and more than a handful of healthy beards to do it with, I'd probably make building a DoomBunker a high priority; fully-contained control room behind trap corridor and locking/sealing mechanism, kept stocked with rum and biscuits and designated as the super-emergency fallback for civilians. The fact that kobolds rapidly penetrated as far as the dorm/hospital level and thus cut off civilians from the gate locking lever was a major factor in us getting killed by them, since once they were accidentally sealed into the fort they could not leave and I could not get a civilian to pull the damn lever to let them out. They also continually interrupted civilians trying to get to food stockpiles, including the stockpiles in the Temple area.

The whole fortress was crawling with kobolds that were doing nothing but stabbing puppies and scaring civilians, is what I'm saying.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **kefkakrazy** on **May 21, 2013, 04:01:25 pm**

EDIT: Working now.

I tried a reclaim on my own save, after I'd made a copy of the save folder.

Jesus H. Christ, Anima, good luck. Get underground and do it fast, because you won't make it to the gate, even if it wasn't locked.

<http://dffd.wimbli.com/file.php?id=7682> (<http://dffd.wimbli.com/file.php?id=7682>) for anyone who feels masochistic as hell.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **renegadelobster** on **May 21, 2013, 05:18:55 pm**

I would like to be dorfed into the reclaim party please...pretty much any dwarf will do, i just want them to die a ~~horrible~~ glorious death!

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **Nyalathoteps_Cousin** on **May 21, 2013, 05:34:02 pm**

I would like be dwarf good yes.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **The Mad Fool** on **May 21, 2013, 06:32:47 pm**

Quote from: kefkakrazy on May 21, 2013, 04:01:25 pm

Jesus H. Christ, Anima, good luck. Get underground and do it fast, because you won't make it to the gate, even if it wasn't locked.

Let me guess, Voidspawn everywhere?

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **Urist McDwarfFortress** on **May 21, 2013, 06:36:33 pm**

Quote from: kefkakrazy on May 21, 2013, 04:01:25 pm

Jesus H. Christ, Anima, good luck. Get underground and do it fast, because you won't make it to the gate, even if it wasn't locked.

Dear Mother of Armok!!! You weren't joking! You spawn in the middle of a 4-way battle between a voidspawn army, a goblin army, a kobold raid, and Ambassador.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **kefkakrazy** on **May 21, 2013, 06:38:12 pm**

A reclaim party needs to be able to deal with:

Kobold raiders (spearmen and bowmen, though I think the bowmen are out of arrows because they wasted them all on puppies)
Two voidspawn raiding parties, each led by a Champion-level drone
The Minotaur which we originally had caged; he is now loose and rather pissed off
AMBASSADOR, who is now loose and is probably more dangerous than your average voidspawn

All the gobbos we had in cages are loose and Friendly at the moment, but all that means is that they break ambush for the various hidden monsters around.

I think I've inadvertently created one of the most dangerous embarks I've ever heard of, this side of "wagon spawns in volcano" glitches or modded Thermonuclear Catsplosion embarks.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **Just Some Guy** on **May 21, 2013, 09:40:09 pm**

Now that's what I call Fun!
Don't keep me waiting!

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **kefkakrazy** on **May 21, 2013, 10:09:57 pm**

Quote from: Urist McDwarfFortress on May 21, 2013, 06:36:33 pm

Quote from: kefkakrazy on May 21, 2013, 04:01:25 pm

Jesus H. Christ, Anima, good luck. Get underground and do it fast, because you won't make it to the gate, even if it wasn't locked.

Dear Mother of Armok!!! You weren't joking! You spawn in the middle of a 4-way battle between a voidspawn army, a goblin army, a kobold raid, and Ambassador.

If it's not too crass of me, I'd like to nominate Urist's post here for the front page. It just sums up the ridiculousness of the situation I've left behind best.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **Lolfail0009** on **May 21, 2013, 11:15:47 pm**

Quote from: kefkakrazy on May 21, 2013, 10:09:57 pm

Quote from: Urist McDwarfFortress on May 21, 2013, 06:36:33 pm

Quote from: kefkakrazy on May 21, 2013, 04:01:25 pm

Jesus H. Christ, Anima, good luck. Get underground and do it fast, because you won't make it to the gate, even if it wasn't locked.

Dear Mother of Armok!!! You weren't joking! You spawn in the middle of a 4-way battle between a voidspawn army, a goblin army, a kobold raid, and Ambassador.

If it's not too crass of me, I'd like to nominate Urist's post here for the front page. It just sums up the ridiculousness of the situation I've left behind best.

+1

That is some clusterfuck i'm going to have fun with tonight.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **AnimaRytak** on **May 22, 2013, 03:24:24 am**

I fear not the voidspawn, the goblin, the kobold, or the Ambassador.

For Terry is with me, and he is infinite.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **Urist McDwarfFortress** on **May 22, 2013, 01:05:33 pm**

Quote from: kefkakrazy on May 21, 2013, 10:09:57 pm

Quote from: Urist McDwarfFortress on May 21, 2013, 06:36:33 pm

Quote from: kefkakrazy on May 21, 2013, 04:01:25 pm

Jesus H. Christ, Anima, good luck. Get underground and do it fast, because you won't make it to the gate, even if it wasn't locked.

Dear Mother of Armok!!! You weren't joking! You spawn in the middle of a 4-way battle between a voidspawn army, a goblin army, a kobold raid, and Ambassador.

If it's not too crass of me, I'd like to nominate Urist's post here for the front page. It just sums up the ridiculousness of the situation I've left behind best.

Quote from: AnimaRytak on May 22, 2013, 03:24:24 am

I fear not the voidspawn, the goblin, the kobold, or the Ambassador.

For Terry is with me, and he is infinite.

There's also a Minotaur. I don't know if that changes anything.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**

Post by: **kefkakrazy** on **May 22, 2013, 01:16:08 pm**

I dort loaded up the save last night and said that the minotaur got his butt kicked by the voidspawn swordmaster, so I imagine it doesn't matter that much. Not in light of how much other crap is roaming that map.

Of course, now I'm even more concerned, because there's just one minotaur, but a voidspawn champion with no gear can solo him and there's TWO of them.

I haven't seen AMBASSADOR fight a voidspawn yet so I don't know how dangerous he is. My gut reaction is that AMBASSADOR is a bigger threat to our dwarves than the voidspawn raiders, just because the voidspawn don't have anything like the AMBASSADOR's poison mist special. He's also held his own pretty nicely in combat, so I'm genuinely not sure who would win between AMBASSADOR and a voidspawn champ.

Unfortunately, every time I've reclaimed, they've not gotten into a fight, so it basically comes out to "it doesn't matter which of them win, because the poor suckers on the reclaim party are the losers."

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**

Post by: **Just Some Guy** on **May 22, 2013, 02:12:20 pm**

I would probably make a new fort by now close to the last one.

Of course, I'm still sane.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**

Post by: **Teh_Idort** on **May 22, 2013, 02:20:05 pm**

Quote from: Just Some Guy on May 22, 2013, 02:12:20 pm

Of course, I'm still sane.

Turn the unbeliever, for he is not worthy of life.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**

Post by: **Lolfail0009** on **May 22, 2013, 05:28:42 pm**

Quote from: Just Some Guy on May 22, 2013, 02:12:20 pm

Of course, I'm still sane.

Don't make me unleash MY voidspawn!

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**

Post by: **Pitchblende** on **May 22, 2013, 06:38:51 pm**

I check this thread to find that everyone has died. GG everyone.

...I assume the dorfinator will be used for the reclaim?

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**

Post by: **Urist McDwarfFortress** on **May 22, 2013, 06:41:27 pm**

Quote from: Pitchblende on May 22, 2013, 06:38:51 pm

I check this thread to find that everyone has died. GG everyone.

...I assume the dorfinator will be used for the reclaim?

You're also assuming that a reclaim is possible...

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**

Post by: **kefkakrazy** on **May 22, 2013, 07:31:10 pm**

Sure a reclaim is possible. I was able to get five guys into the fort, mostly intact, on my second try.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**

Post by: **Blade Master Model 42** on **May 22, 2013, 10:40:02 pm**

So... We're just going to take turns attempting a reclaim?

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**

Post by: **Orange Wizard** on **May 22, 2013, 11:58:41 pm**

CAN PEOPLE HERE STOP TRYING TO IMITATE ME AND/OR TERRY.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**

Post by: **AnimaRytak** on **May 23, 2013, 01:05:53 am**

Quote from: Blade Master Model 42 on May 22, 2013, 10:40:02 pm

So... We're just going to take turns attempting a reclaim?

Nope. Other's are trying it to see if they can manage it.

I shall be retaking the fort in an official capacity myself.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**

Post by: **SanDiego** on **May 23, 2013, 08:28:36 am**

Quote from: InsanityIncarnate on May 22, 2013, 11:58:41 pm

CAN PEOPLE HERE STOP TRYING TO IMITATE ME AND/OR TERRY.

We are not insanity made flesh. We are insanity made flesh over and over again, while kobolds, goblins and other nameless hororrs conspire against us.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**

Post by: **Yuli Viasi** on **May 23, 2013, 10:37:45 am**

Quote from: SanDiego on May 23, 2013, 08:28:36 am

Quote from: InsanityIncarnate on May 22, 2013, 11:58:41 pm

CAN PEOPLE HERE STOP TRYING TO IMITATE ME AND/OR TERRY.

We are not insanity made flesh. We are insanity made flesh over and over again, while kobolds, goblins and other nameless hororrs conspire against us.

So we are Insanity... Reincarnate?

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**

Post by: **SanDiego** on **May 23, 2013, 01:08:22 pm**

Quote from: Yuli Viasi on May 23, 2013, 10:37:45 am

Quote from: SanDiego on May 23, 2013, 08:28:36 am

Quote from: InsanityIncarnate on May 22, 2013, 11:58:41 pm

CAN PEOPLE HERE STOP TRYING TO IMITATE ME AND/OR TERRY.

We are not insanity made flesh. We are insanity made flesh over and over again, while kobolds, goblins and other nameless hororrs conspire against us.

So we are Insanity... Reincarnate?

And squared.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**

Post by: **Urist Mc Dwarf** on **May 23, 2013, 02:39:32 pm**

I vote that we make a third Deathgate. If it ever becomes possible to attack murdermachines, we hit 'em then. Or be dorfy and ignore me

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**

Post by: **AnimaRytak** on **May 23, 2013, 03:46:34 pm**

Murdermachine's Reclaim, Chapter 1: The Void God Returns
Journal of Goden Dorenthangath, Expedition Leader
Timbershards, one of out outposts to the west, went silent last year. The King has ordered a detachment of seven dwarves, those seven being ourselves, to investigate the fortress. Rumors say the fortress was overrun by a kobold attack, however the king seems unwilling to believe such hearsay. If the fortress is too dangerous to retake, we are to return to the mountain home. Otherwise we are to bunker down and wait for reinforcements. However, while the king will not admit it publicly, he knows the truth.

Timbershards was a nightmare. A place that other dwarves spoke of in whispers. They say the leader of the fortress, one who called himself AnimaRytak, was a demon in dwarven form. Virtually everyone who settled there had changed. Whispered tales returned to the mountain home; tales that said none that inhabited Timbershard called it such. To them, the name was Usanstakud Nazushmesthos.

Murdermachines, the Blood-Citadel.

When word of the fortress's fall reached us, some were overjoyed by the news.

I myself am but a mere farmer; I'm here in the event that the fortress is salvageable. Along with me are Morul Eshtanudesh, a doctor, and five well trained, well equipped soldiers. I pray their axes keep us safe...

Several Months Later...
It was less than an hour after sunrise when the seven dwarves crept along the bottom of the hill towards the entrance of the fortress. The group remained silent as the crept closer. They had spotted goblins and kobolds from afar but had been unable to guess their numbers. They had snuck closer to get a better look, perhaps an unwise decision.

As the expedition leader poked his head up to count the enemies, he noticed both the goblins and the kobolds were staring up into the sky. Goden followed their gaze and spotted a black mass of fire streaking across the sky.

"What is that?" Datan asked.

"Lass, that be a black meteor. No good will follow it. We should leave now Goden." Lolor said in a whisper.

"I...I agree." The expedition leader stuttered out.

As the seven could turn tail and leave, the meteor instantly reversed direction and began falling towards the dwarves current location.

"Oh hell, it's coming towards us!" Lolor exclaimed as he took off as quick as his stout legs could carry him.

"Scatter!" Goden shouted and he followed Lolor. However their attempt to run was fruitless. The black mass moved at a speed that nothing in existence could surpass. Within seconds, it slammed into the ground in the center of the dwarves. Six were thrown clear, but one was consumed by the black flame. The air filled with a blood-curdling scream that quickly died into a choked whisper.

Lolor was the first to rise to his feet. Coughing and sputtering, "Are ye alright?!" he shouted into the dust-strewn air.

Where the soldier once stood, a scorched crater remained. Standing within the crater was something that made Goden's blood run cold.

It had the form of a dwarf. But it's bronze skin was now the color of ash. Where it's beard should be, a mass of black, flame-licked tendrils hung. Floating above its head was a halo of white-hot iron. The once fine dwarven armor had been scorched black. And now a foul, tainted miasma poured from the armor's joints. The figure slowly turned it's head and stared at Goden. As the dwarf stared into the two glowing eyes of molten magma, he gave up any hope of seeing the mountain home again.

"I return once more." A voice like a thousand hungering thralls filled the air.

AnimaRytak' Tulonidos, The Void God

AnimaRytak' Roadcalls

Militia Commander

No Job

Legendary Axedwarf

Legendary Shield User

Legendary Armor User

Legendary Fighter

Legendary Wrestler

Legendary Striker

Legendary Kicker

Legendary Dodger

Legendary Military Tactics

(http://smg.photobucket.com/user/Rytak/media/voidgod.png.html)

"Armok help us..." Goden whimpered.

(OOC: Oh god instant ambush chain. Even with the Voidgod, this will probably be a clusterfuck of massive proportions.)

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **kefkakrazy** on **May 23, 2013, 04:04:29 pm**

So... beautiful...

So, it's AnimaRytak, mighty Void God, versus the greatest clusterfuck my incompetence can engineer.

I will be *so god damn proud* if AMBASSADOR bites your head off.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **Urist McDwarfFortress** on **May 23, 2013, 04:26:05 pm**

Quote from: AnimaRytak on May 23, 2013, 03:46:34 pm
(OOC: Oh god instant ambush chain. Even with the Voidgod, this will probably be a clusterfuck of massive proportions.)
Ha ha! Kick ass!

...or get your ass kicked. Either one is funny!

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **xSkeletalx** on **May 23, 2013, 06:23:47 pm**

When in doubt, call in Dwarvish Raiden - I trust you have a straw hat, Anima?

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **AnimaRytak** on **May 23, 2013, 06:32:34 pm**

Murdermachine's Reclaim, Chapter 2: The Void God's Rage
The moment Goden muttered his prayer to Armok, the horde of goblins descended upon them. Moments later, the voidspawn followed.

Morul, the doctor, was felled in seconds by a voidspawn thrall. His skull was smashed in by the monster's fist and his brain scattered about.

"All of you, back to back." The Void God barked a command in his unearthly voice.

While the other five followed orders, Goden stared in awe as the void god stepped forward and proceeded to unleash a fury that the dwarf had never before seen.

The The Void God hacks The Voidspan Thrall Maceman in the left lower arm with his (steel battle axe), tearing apart the muscle!

The The Void God punches The Voidspan Thrall Maceman in the left upper leg with his right hand, jamming the bone through the left hip's muscle and shattering the left hip's bone!

The The Void God strikes The Voidspan Thrall Maceman in the upper front teeth with the pommel of his (steel battle axe) and the severed part sails off in an arc!

The The Void God stands up.

The The Void God punches The Voidspan Thrall Maceman in the upper body with his right hand, bruising the muscle and shattering the left false ribs!

The The Void God hacks The Voidspan Thrall Maceman in the left upper leg with his (steel battle axe) and the severed part sails off in an arc!

The The Void God stands up.

The The Void God charges at The Voidspan Thrall Maceman!

The Voidspan Thrall Maceman looks surprised by the ferocity of The The Void God's onslaught!

The The Void God hacks The Voidspan Thrall Maceman in the lower body with his (steel battle axe), tearing apart the muscle and tearing apart the stomach!

An artery has been opened by the attack!

The The Void God collides with The Voidspan Thrall Maceman!

The Voidspan Thrall Maceman is knocked over and tumbles backward!

The The Void God bites The Voidspan Thrall Maceman in the head, tearing the muscle and fracturing the upper spine's bone and bruising the nervous tissue!

The The Void God latches on firmly to The Voidspan Thrall Maceman's throat!

The The Void God shakes The Voidspan Thrall Maceman around by the throat, tearing apart the throat!

The The Void God hacks The Voidspan Thrall Maceman in the fourth finger, left hand from behind with his (steel battle axe), tearing apart the muscle!

The The Void God hacks The Voidspan Thrall Maceman in the lower body from behind with his (steel battle axe), tearing apart the muscle and tearing apart the spleen!

The The Void God hacks The Voidspan Thrall Maceman in the lower right back teeth from behind with his (steel battle axe) and the severed part sails off in an arc!

The The Void God punches The Voidspan Thrall Maceman in the left lower leg from behind with his right hand, fracturing the bone!

The The Void God hacks The Voidspan Thrall Maceman in the head with his (steel battle axe), tearing apart the muscle, shattering the skull and tearing apart the brain!

A tendon in the skull has been torn!

The (steel battle axe) has lodged firmly in the wound!

The The Void God twists the embedded (steel battle axe) around in The Voidspan Thrall Maceman's head!

The The Void God punches The Voidspan Thrall Maceman in the right upper leg with his left hand, jamming the bone through the right hip's muscle and shattering the right hip's bone!

The The Void God kicks The Voidspan Thrall Maceman in the right hand with his left foot, shattering the bone!

The The Void God hacks The Voidspan Thrall Maceman in the right lower leg with his (steel battle axe) and the severed part sails off in an arc!

(http://smg.photobucket.com/user/Rytak/media/rage.png.html)

His axe hewed limbs. His hands shattered bones. His kicks sent enemies flying. While the rest of the dwarves fought with all their might just to hold onto their lives, AnimaRytak toyed with his enemies.

The void god spotted a minotaur, Radavi Esalalece Iramirede, fighting with a goblin spearman while another swordsman watched.

In a single blow, the void god slayed the minotaur.

The The Void God hacks The Minotaur in the head with his (steel battle axe), tearing apart the muscle, shattering the skull and tearing apart the brain!
An artery has been opened by the attack!
A tendon in the skull has been torn!
The Minotaur has been knocked unconscious!
The (steel battle axe) has lodged firmly in the wound!
The The Void God charges at The Kobold Spearman!
The Kobold Spearman looks surprised by the ferocity of The The Void God's onslaught!
The The Void God hacks The Kobold Spearman in the right upper leg with his (steel battle axe) and the severed part sails off in an arc!
The The Void God collides with The Kobold Spearman!
→ The Kobold Spearman is knocked over and tumbles backward!

(http://smg.photobucket.com/user/Rytak/media/onehitko.png.html)

The shocked goblin spearman lasts mere seconds before the furious onslaught. Without pause, the avatar of the void turns and rockets off towards more prey. A thrall gets in his way for a brief moment.

The The Void God hacks The Voidspar Thrall Lasher in the lower body with his (steel battle axe) and the severed part sails off in an arc!

(http://smg.photobucket.com/user/Rytak/media/bifurcation.png.html)

It could not be called a battle. A battle assumes the other side fought back. Instead, goblin, voidspawn, and kobold were simply cut down by the enraged Void God. There is intense cruelty in the void god's axe. One goblin lasher finds this out painfully.

The The Void God hacks The Goblin Swordsman in the right upper leg with his (steel battle axe) and the severed part sails off in an arc!
The The Void God hacks The Goblin Swordsman in the lower body with his (steel battle axe), tearing apart the muscle and tearing apart the pancreas through the (naked mole dog leather cloak))!
An artery has been opened by the attack!
The (steel battle axe) has lodged firmly in the wound!
The The Void God twists the embedded (steel battle axe) around in The Goblin Swordsman's lower body!
The The Void God hacks The Goblin Swordsman in the head with his (steel battle axe) and the severed part sails off in an arc!
The The Void God hacks The Voidspar Thrall Axeman in the left lower leg with his (steel battle axe) and the severed part sails off in an arc!
The The Void God charges at The Goblin Lasher!
The Goblin Lasher looks surprised by the ferocity of The The Void God's onslaught!
The The Void God hacks The Goblin Lasher in the right hand with his (steel battle axe) and the severed part sails off in an arc!
The The Void God collides with The Goblin Lasher!
The Goblin Lasher is knocked over!
The The Void God hacks The Goblin Lasher in the right foot with his (steel battle axe), tearing apart the muscle through the (brown recluse spider silk shoe))!
A motor nerve has been severed!
The The Void God hacks The Goblin Lasher in the right lower arm with his (steel battle axe) and the severed part sails off in an arc!
The The Void God hacks The Goblin Lasher in the lower left back teeth with his (steel battle axe) and the severed part sails off in an arc!
The The Void God hacks The Goblin Lasher in the right upper leg with his (steel battle axe) and the severed part sails off in an arc!
The The Void God hacks T Gobli Lasher in the left hand th his (steel battle axe) and the severed part sails off in an arc!
The The Void God hacks The Goblin Lasher in the left upper arm with his (steel battle axe) and the severed part sails off in an arc!
The The Void God hacks The Goblin Lasher in the right upper arm with his (steel battle axe) and the severed part sails off in an arc!
→ The The Void God hacks The Goblin Lasher in the left lower leg with his (steel battle axe) and the severed part sails off in an arc!

(http://smg.photobucket.com/user/Rytak/media/cruelty.png.html)

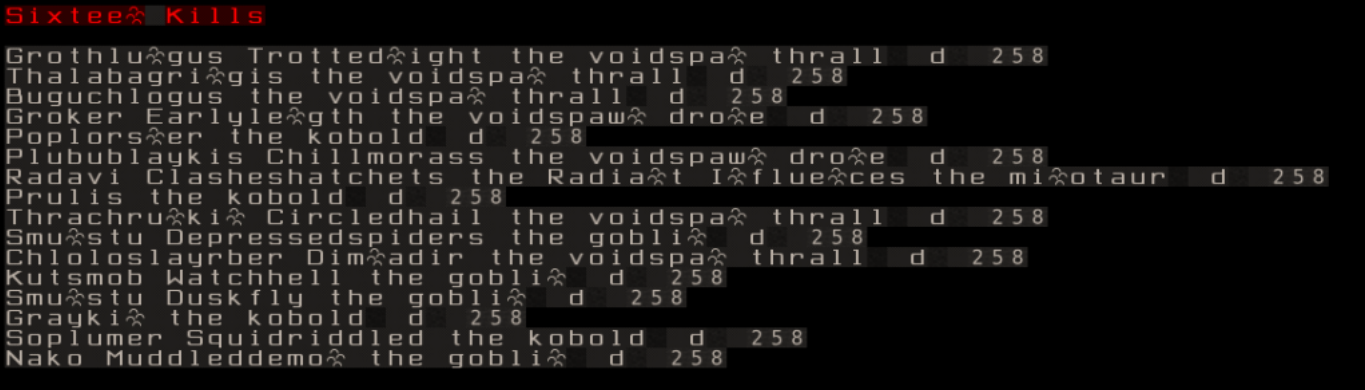
Every limb is sliced from the goblin's body. But the void god does not finish him. His wailing form is left in the dirt and leaves to bleed out. He takes after the goblin that has slain the Ambassador, a lasher of great skill.

The The Void God charges at The Goblin Lasher!
The Goblin Lasher looks surprised by the ferocity of The The Void God's onslaught!
The The Void God hacks The Goblin Lasher in the head with his (steel battle axe), tearing apart the muscle, shattering the skull and tearing apart the brain through the (cave spider silk hood))!
A tendon in the skull has been torn!
The Goblin Lasher has been knocked unconscious!
The The Void God collides with The Goblin Lasher!
The Goblin Lasher is knocked over!

(http://smg.photobucket.com/user/Rytak/media/vengeance.png.html)

The skill means nothing before the power of a god.

By the end of the fighting, the void god had slain sixteen warriors. Not a single scratch had been placed upon him.



(http://smg.photobucket.com/user/Rytak/media/multikill.png.html)

As the dwarves approached the blood-soaked monster that had once been their brother dwarf, it spoke to them, "Make your way to the bottom of the beacon. I have need of you."

"Should we do it?" Goden asked Lolor. "I think we should run."

"Lad, did you see that that thing did? N...nothing we do is going to stop whatever it has planned." Fear laced Lolor's words, but Goden heeded his advice.

And so the dwarves descended into Timbershards, or as the locals called it, Murdermachines.

(OOC: Morul is dead. The other dwarves stayed together and fought off individual enemies while the Void God utterly tore the world a new asshole.)

| |
|---|
| Title: Re: Murdermachines - Wrath of the Voidgod (Deathgate II)
Post by: GentlemanRaptor on May 23, 2013, 07:43:05 pm |
| By Terry...what the hell did you do to your stats to become a Void God? |
| Title: Re: Murdermachines - Wrath of the Voidgod (Deathgate II)
Post by: renegadelobster on May 23, 2013, 08:20:47 pm |
| He did nothing, that is all Terry's Blessing. We may all have it too, but only if we submit to Terry. All you have to do is enter the danger room torture chamber Citadel Of Insanity and give yourself completely to Terry. Some may take longer then others, and some will could die, but that is a small price to pay, no? |
| Title: Re: Murdermachines - Wrath of the Voidgod (Deathgate II)
Post by: The Mad Fool on May 23, 2013, 09:18:18 pm |
| ...the Ambassador got killed by a <i>kobold</i> ?!
cracks up laughing |
| Title: Re: Murdermachines - Wrath of the Voidgod (Deathgate II)
Post by: AnimaRytak on May 23, 2013, 09:32:35 pm |
| Quote from: The Mad Fool on May 23, 2013, 09:18:18 pm
...the Ambassador got killed by a <i>kobold</i> ?!
cracks up laughing |
| Goblin lasher actually. Either was I was quite sad that a dwarf didn't kill him. |
| Title: Re: Murdermachines - Wrath of the Voidgod (Deathgate II)
Post by: The Mad Fool on May 23, 2013, 09:45:00 pm |
| Quote from: AnimaRytak on May 23, 2013, 09:32:35 pm
Quote from: The Mad Fool on May 23, 2013, 09:18:18 pm
...the Ambassador got killed by a <i>kobold</i> ?!
cracks up laughing |

Goblin lasher actually. Either was I was quite sad that a dwarf didn't kill him.

Ah, misread. Still....
shakes head

Also, guess I'll have to wait for migrants to dorf The Mad Fool. Ah well.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **Lolfail0009** on **May 23, 2013, 10:27:06 pm**

Next migrant, I dibs one for Cor'Daz!
Terry, I may have need of you soon, my brother... ~R

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **StLeibowitz** on **May 24, 2013, 05:24:16 am**

Christ almighty...how much did those stats *cost*? :o Did you even give the others anything higher than Novice skills?

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **AnimaRytak** on **May 24, 2013, 06:10:00 am**

Quote from: StLeibowitz on May 24, 2013, 05:24:16 am

Christ almighty...how much did those stats *cost*? :o Did you even give the others anything higher than Novice skills?

Nope

Really, I'm surprised they even survived. Novice Axedwarves all.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **SanDiego** on **May 24, 2013, 06:10:18 am**

Wait - a limbless, bleeding goblin? Can we keep him?

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **AnimaRytak** on **May 24, 2013, 06:12:28 am**

Quote from: SanDiego on May 24, 2013, 06:10:18 am

Wait - a limbless, bleeding goblin? Can we keep him?

I'm honestly not sure if he's alive. There's a good chance the Void God killed him before going after the Ambassador's killer.

Did I mention his stomach had been cut open before VG left? Cause yeah, that goblin was in tremendous pain.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **Yuli Viasi** on **May 24, 2013, 07:10:48 am**

Well done Anima, well done.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **Urist McDwarfFortress** on **May 24, 2013, 12:33:00 pm**

Quote from: SanDiego on May 24, 2013, 06:10:18 am

Wait - a limbless, bleeding goblin? Can we keep him?

With at least 4 major arteries severed, I would imagine he bled out very quickly.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **kefkakrazy** on **May 24, 2013, 01:33:50 pm**

Ambassador got killed by a freakin' LASHER? Wow, that's Kind of a letdown. I was kind of expecting Ambassador to be the Voidgod's biggest threat on the field; from what I've seen, Ambassador's poison gas is some nasty stuff.

Glad to see that Anima found a way to actually reclaim the fort, even if we did have to call in the living avatar of everything that is nothing to do it. He's wielding a battleaxe instead of the Red Monster, though, so you lose points.

This will probably make the future turns of the fort more fun, albeit less !!FUN!!, than the originally-predicted "hide underground and hope that the reclaim party brought wimminz" future of the fort.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **scaliper** on **May 24, 2013, 02:32:32 pm**

To be fair, lashers are one of the more scary things goblins can have due to how damage is calculated. If he was using a scourge, that's effectively a DF lightsabre, and a whip, well, that'll break any bone it touches.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **AnimaRytak** on **May 24, 2013, 02:52:29 pm**

Quote from: scaliper on May 24, 2013, 02:32:32 pm

To be fair, lashers are one of the more scary things goblins can have due to how damage is calculated. If he was using a scourge, that's effectively a DF lightsabre, and a whip, well, that'll break any bone it touches.

I believe he had a scourge. It was a lash to the head, instant chunky salsa.

Didn't do much against an axe to the brain though.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **kefkakrazy** on **May 24, 2013, 08:41:30 pm**

A new final boss has emerged.

A Voidspawn Overlord Master Lasher has arrived!

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **Lolfail0009** on **May 24, 2013, 08:43:02 pm**

Quote from: kefkakrazy on May 24, 2013, 08:41:30 pm

A new final boss has emerged.

A Voidspawn Overlord Master Lasher has arrived!

We'd need Flandre Scarlet to stop that thing.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **AnimaRytak** on **May 24, 2013, 08:53:45 pm**

Quote from: Lolfail0009 on May 24, 2013, 08:43:02 pm

Quote from: kefkakrazy on May 24, 2013, 08:41:30 pm

A new final boss has emerged.

A Voidspawn Overlord Master Lasher has arrived!

We'd need Flandre Scarlet to stop that thing.

If Voidspawn were working correctly, they'd be some of the most god damn frightening monsters in the game.

But since the fight in the nude, it's not so.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **Lolfail0009** on **May 24, 2013, 09:20:37 pm**

Quote from: AnimaRytak on May 24, 2013, 08:53:45 pm

Quote from: Lolfail0009 on May 24, 2013, 08:43:02 pm

Quote from: kefkakrazy on May 24, 2013, 08:41:30 pm

A new final boss has emerged.

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If Voidspawn were working correctly, they'd be some of the most god damn frightening monsters in the game.

But since the fight in the nude, it's not so.

If anything, that makes them more terrifying.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **StLeibowitz** on **May 24, 2013, 11:31:44 pm**

Quote from: Lolfail0009 on May 24, 2013, 09:20:37 pm

Quote from: AnimaRytak on May 24, 2013, 08:53:45 pm

Quote from: Lolfail0009 on May 24, 2013, 08:43:02 pm

Quote from: kefkakrazy on May 24, 2013, 08:41:30 pm

A new final boss has emerged.

A Voidspawn Overlord Master Lasher has arrived!
We'd need Flandre Scarlet to stop that thing.

If Voidspawn were working correctly, they'd be some of the most god damn frightening monsters in the game.

But since the fight in the nude, it's not so.

If anything, that makes them more terrifying.

But for all the wrong reasons.

Title: Re: Murdermachines - Wrath of the Voidgod (Deathgate II)
Post by: AnimaRytak on May 25, 2013, 11:59:44 am

No update today. Celebrating my birthday.

AnimaRytak cancels Play Dwarf Fortress; Too Drunk.

Title: Re: Murdermachines - Wrath of the Voidgod (Deathgate II)
Post by: Teh_Idort on May 25, 2013, 01:47:44 pm

Quote from: AnimaRytak on May 25, 2013, 11:59:44 am

No update today. Celebrating my birthday.

AnimaRytak cancels Play Dwarf Fortress; Too Drunk.

Happy birthday my lord.

I can only hope you up the rum production after your party, we will be sorely lacking.

Title: Re: Murdermachines - Wrath of the Voidgod (Deathgate II)
Post by: SanDiego on May 25, 2013, 06:38:24 pm

May he ~~live long and prosper~~ wreathe in agony and die horribly!

Title: Re: Murdermachines - Wrath of the Voidgod (Deathgate II)
Post by: Lolfail0009 on May 25, 2013, 07:28:03 pm

Happy birthday to you,
You're a god through and through,
You kicked everything's arse,
To pave the way for us n00bs.

Title: Re: Murdermachines - Wrath of the Voidgod (Deathgate II)
Post by: NCommander on May 25, 2013, 09:43:08 pm

So I come back from a DF hitatus and -

HOLY HELL.

Seriously, did you guys look at DG1, say it boring, and then redefine insanity?

(oh, and to whoever posted "You've breached hell" screenshots earlier in this thread; damn you, I fell for it too :-P)

Title: Re: Murdermachines - Wrath of the Voidgod (Deathgate II)
Post by: StLeibowitz on May 25, 2013, 10:17:25 pm

No update? But what better way is there to celebrate drunken celebration than to play Dwarf Fortress? I mean, the folks over in the Drunk Fortress thread seem to have Fun, and they're not even besieged by demonic nudists!

Title: Re: Murdermachines - Wrath of the Voidgod (Deathgate II)
Post by: AnimaRytak on May 25, 2013, 11:22:37 pm

Drunk Fortress was !FUN! (<http://www.bay12forums.com/smf/index.php?topic=116045.msg3945171#msg3945171>)

But Murdermachines requires actual concentration to avoid a ~~massive~~ bigger clusterfuck.

Title: Re: Murdermachines - Wrath of the Voidgod (Deathgate II)
Post by: StLeibowitz on May 26, 2013, 09:47:16 am

Having just read your turn there, I think it's safe to say you were not nearly drunk enough :)

Especially since that next guy (Scruffy or something) had the wonderfully deep thought of ";e deatjdraå be clöosing clobletipm. dpims ot`?" in his turn.

Title: Re: Murdermachines - Wrath of the Voidgod (Deathgate II)
Post by: AnimaRytak on May 26, 2013, 10:53:26 am

Murdermachine's Reclaim, Chapter 3: Harbinger

The ground was covered with broken bodies, rotten gore, and discarded equipment. The surface fort itself had been abandoned for some time; nature had reclaimed it.

Spoiler (click to show/hide)



(<http://smg.photobucket.com/user/Rytak/media/surfacefort.png.html>)

The gate to the fortress was closed and locked from the inside. Instead of destroying the gate, the Void God brings his fist to one of the walls and makes his own entrance.



(<http://smg.photobucket.com/user/Rytak/media/dynamicentry.png.html>)

Datan opts to stay behind to guard their backs.

In sharp contrast to the chaos above the fort, the underground areas of the fortress proper are almost pristine. No blood, no bodies, no trash. While the farming floors were covered in moss and mushrooms, everything else looked untouched.

Silently, the five dwarves follow the ethereal Void God; his very presence makes the stone quiver.

Finally, the dwarves reach the base of the great beacon.



"The salvation of my people." The Void God says before walking forward and placing his hand on the stone obelisk.

"Artulmalhgaoshe domahla-

On the surface above, Datan is is terrified beyond reason.

Thirty minutes passed as Datan waited for the others, fighting her desire to flee. She breathed a great sigh of relief when she saw her four friends return; even if the Void God followed.

"Nothing that you need to worry about anymore." Lolor spoke.

"Who are you!" the raised her axe and shouted at the body of her friend.

(<http://smg.photobucket.com/user/Rytak/media/Reclaimparty.png.html>)

The air was filled with the ghostly scream of Datan and the light that shined from her eyes and mouth.

(<http://smg.photobucket.com/user/Rytak/media/thad.png.html>)

(OOC: Inside of the fortress is freakin' spotless. No enemies, no trash, nothing. At current, we have five military dwarves, four of whom will spend the next year in the training room. The Void God will be on constant watch for enemies (he's legendary, so he won't mind.) And Puff will be reclaiming our farms as a the Plump Helmet Whisperer.)

Post by: **CaptainLambcake** on **May 26, 2013, 12:37:31 pm**

Post by: **StLeibowitz** on **May 26, 2013, 01:31:16 pm**

Though I'm not sure if I'm expedition leader or not. I think you may have mixed up the name translations for me and Puff.

Post by: **AnimaRytak** on **May 26, 2013, 01:35:56 pm**

And I'm not certain I want to know who I attacked to get "dabbling Biter"

Aw hell, how did that happen. I put in nick names in dwarf therapist and in-game. I switched em so you'd have a male warrior.

Yeah i'll have to fix that.

Post by: **StLeibowitz** on **May 26, 2013, 01:38:58 pm**

Yeah i'll have to fix that.

It's the thought that counts :)

Post by: **Just Some Guy** on May 26, 2013, 07:47:29 pm

So we have a nigh invulnerable warrior to protect us.

How do we kill him off? He is going to die a painful and most likely embarrassing death, so let's get it over with.

Post by: **Lolfail0009** on **May 26, 2013, 07:49:43 pm**

Send in the ducks.

Post by: **kefkakrazy** on **May 26, 2013, 08:59:28 pm**

Apparently, the game will only respect areas with a walkable path to the map edge for scattering discards. (According to the wiki at least)

Also, Kobold Torturer? Nice.

Post by: **AnimaRytak** on **May 26, 2013, 09:19:29 pm**

Quote from: kefkakrazy on May 26, 2013, 08:59:28 pm

Apparently, the game will only respect areas with a walkable path to the map edge for scattering discards. (According to the wiki at least)

Since the gates were locked and the fortress interior was well and truly sealed off, only the outside of the fort was considered valid, so the entire contents of Murdermachines was scattered over the outside of the fortress.

Also, Kobold Torturer? Nice.

I thought you'd like that title.

Also good tid bit, explains why the inside is so clear.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **Orange Wizard** on **May 27, 2013, 01:24:41 am**

Spoooooky.

Suddenly, I want Datan to build a treehouse.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **Chimpanzee** on **May 27, 2013, 08:07:18 am**

May Fungin find a new body not after the next spring.

May the Void-God not get killed by a kobold! For some reason, I have the feeling that's how he will meet his death, if ever.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **Urist McDwarfFortress** on **May 27, 2013, 12:56:33 pm**

So all the useful stuff for getting the fortress restarted is outside the walls with the voidspawn? Great...

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **Urist Mc Dwarf** on **May 27, 2013, 01:22:07 pm**

I want to see a 10000 voidspawn overlord siege!!!!!!!!!!!!!!

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **SanDiego** on **May 27, 2013, 01:32:36 pm**

Ask and thou shall receive.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **AnimaRytak** on **May 27, 2013, 02:11:36 pm**

~~Right so, Void God's don't write down their records or thoughts.~~

~~Which of my little followers wants to be my personal chronicler?~~

I think I'll just give the job to Saint.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **Theonefreerunner** on **May 27, 2013, 02:38:22 pm**

I see it's all going well then. I was a big fan of Deathgate, regretted never asking to be dorfed. I've added myself to the list, and I'm looking forward to how this pans out :D

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **AnimaRytak** on **May 27, 2013, 03:41:21 pm**

Chronicles of Murdermachines
Written by Saint, the Void Templar

Lord AnimaRytak has led us to our home once more. We have fresh hosts (mine actually has dangly bits this time, fucking hu-rah). All is not well however. While our Lord is powerful enough to destroy virtually any threat that comes our way, we have little in the way of hosts, food, or alcohol. Puff has been given enough work to keep him busy for the next decade. Myself and the other soldiers are left to handle the busy work until we can begin training in earnest. Our Lord marks off certain rooms for stockpiling. His skills as an organizer are still strong after years in the void. Thaddeus, despite having a fresh host, refuses to move from his spot by the wagon. Perhaps the spirit of Datan is trying to reject the Fail Saint. After some time, Puff brings the tortured warrior to the hospital. However, until the Mad Fool returns from the void, little can be done.

9th, Slate

Apparently bored, our Lord entered the killing fields around the fortress and hunted down alone groups of goblins and kobolds. Again he continues to use his incredible strength to simply hew limbs with ease. His enemies are turned into a pile of gore and bodies.

He is a butcher. By days end, another fifteen have died by his axe.

Thirty-O~~ne~~ Kills

Grothlu~~g~~us Trotted~~ight~~ the voidspa~~ce~~ thrall d 258
Thalabagri~~g~~is the voidspa~~ce~~ thrall d 258
Buguchlogus the voidspa~~ce~~ thrall d 258
Groker Earlyle~~g~~th the voidspaw~~ce~~ dro~~g~~e d 258
Poplors~~er~~ the kobold d 258
Plubublaykis Chillmorass the voidspaw~~ce~~ dro~~g~~e d 258
Radavi Clasheshatchets the Radiant l~~u~~flue~~ce~~s the mi~~o~~taur d 258
Prulis the kobold d 258
Thrachru~~ki~~ Circledhail the voidspa~~ce~~ thrall d 258
Smu~~st~~u Depressedspiders the gobli~~ce~~ d 258
Chioloslayrber Dim~~ad~~ir the voidspa~~ce~~ thrall d 258
Kutsmob Watchhell the gobli~~ce~~ d 258
Smu~~st~~u Duskfly the gobli~~ce~~ d 258
Grayki~~ce~~ the kobold d 258
Soplumer Squidridddled the kobold d 258
Nako Muddleddemo~~ce~~ the gobli~~ce~~ d 258
Prarbi~~ce~~ Cobalteyes the Ill~~u~~ess of Homage the kobold d 258
Blolokleemus Worriedi~~ce~~ches the kobold d 258
Atu Pai~~ted~~ruthless the gobli~~ce~~ d 258
Xuspgas Sucklies the gobli~~ce~~ d 258
B~~ex~~ Focusghouls the gobli~~ce~~ d 258
Atu Poiso~~po~~ity the gobli~~ce~~ d 258
B~~ex~~ Jackalzeals the gobli~~ce~~ d 258
Utes K~~ight~~edhated the gobli~~ce~~ d 258
Amxu Hexsoothe the gobli~~ce~~ d 258
Amxu Seducelocks the gobli~~ce~~ d 258
S~~od~~ub Brushme~~aced~~ the gobli~~ce~~ d 258
Lakadlaymi~~ce~~ Smashblu~~ets~~ the kobold d 258
Da~~g~~ Hateriddle the gobli~~ce~~ d 258
S~~od~~ub Salutesteal the gobli~~ce~~ d 258
Zolak Malig~~ed~~ticks the gobli~~ce~~ d 258

(<http://smg.photobucket.com/user/Rytak/media/khorneflakes.png.html>)

He relentless hunts any trespassers who come into the killing fields. His axe never stops oozing blood.

11th, Felsite

Thaddeus has returned to work. Whatever ailment he has is no longer physical. He still seems distraught, but his spirit is strong. He will survive his depression.

25th, Felsite

A few mosquito men harasss us as we continue to haul food and seeds from the dismantled wagon.

"A maRytak' Tulongid Amugthikut Stul, The Vo God has entered a martial trance!"

(<http://smg.photobucket.com/user/Rytak/media/trance.png.html>)

They do not amuse our Lord. They flee before his fury.

With that, spring ends without a hitch.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **kefkakrazy** on **May 27, 2013, 05:17:12 pm**

Quote from: Urist McDwarfFortress on May 27, 2013, 12:56:33 pm

So all the useful stuff for getting the fortress restarted is outside the walls with the voidspawn? Great...

There's not a damn thing out there more dangerous than the Void God. At this point the inside of the fort is probably more dangerous, because if one of the many ghosts haunted Anima into a tantrum there'd be no survivors.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **AnimaRytak** on **May 27, 2013, 06:42:29 pm**

Quote from: kefkakrazy on May 27, 2013, 05:17:12 pm

Quote from: Urist McDwarfFortress on May 27, 2013, 12:56:33 pm

So all the useful stuff for getting the fortress restarted is outside the walls with the voidspawn? Great...

There's not a damn thing out there more dangerous than the Void God. At this point the inside of the fort is probably more dangerous, because if one of the many ghosts haunted Anima into a tantrum there'd be no survivors.

The ghosts are gone. The Void god scared them all back to hell.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **kefkakrazy** on **May 27, 2013, 08:14:24 pm**

Damn. My fondest wish was for you to come on here and say "Uh, guys... Krosan IV just possessed the Voidgod, forced him to tantrum, and killed the fort. Again. F(%* you, Kefkakrazy."

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **Gentlefish** on **May 27, 2013, 08:18:24 pm**

Wahaha, farming. How safe.
I'm now somehow going to be the cause of all that fails because I go on break right as all the plumphelmets sprout and then go sour because my little graphical self managed to make it so only I could harvest the things.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **AnimaRytak** on **May 27, 2013, 10:39:46 pm**

Quote from: Pufferfish on May 27, 2013, 08:18:24 pm
Wahaha, farming. How safe.
I'm now somehow going to be the cause of all that fails because I go on break right as all the plumphelmets sprout and then go sour because my little graphical self managed to make it so only I could harvest the things.

Puff is a real slacker too.

"What are you doing Puff?"
"Haulin' this seed milord."
"Very well, continue."

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **StLeibowitz** on **May 27, 2013, 11:49:25 pm**

Quote from: AnimaRytak on May 27, 2013, 10:39:46 pm
"Haulin' this seed milord."

One seed? Oh, he'd never get away with that if I were in charge. Nevertheless, he sounds like good magma diver material, or maybe even a Designated Siege Sock Retrieval Officer. We need diligent folks like him in the DSSRO, and he should be promoted forthwith.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **Yuli Vlas** on **May 28, 2013, 07:43:19 am**

Is it to early to sign up to the end of the succession list again?

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **AnimaRytak** on **May 28, 2013, 11:56:45 am**

Quote from: Yuli Vlas on May 28, 2013, 07:43:19 am
Is it to early to sign up to the end of the succession list again?

Nope, added to the list!

Also, I just wanted to add that Kefka's dwarf is "Bored by reality and has a wonderful imagination."
That's a long euphemism for crazy.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **SanDiego** on **May 28, 2013, 01:29:38 pm**

Back in the dorfinator! Ready for gruesome death!

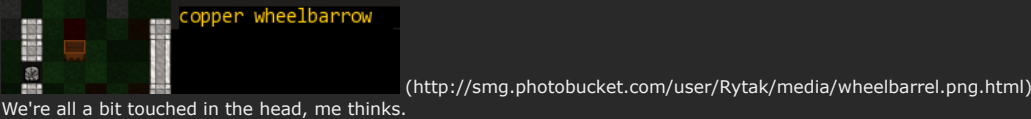
Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **AnimaRytak** on **May 28, 2013, 01:30:21 pm**

Quote from: SanDiego on May 28, 2013, 01:29:38 pm
Back in the dorfinator! Ready for gruesome death!

And you're dorfed.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **AnimaRytak** on **May 28, 2013, 02:34:02 pm**

Chronicles of Murdermachines
Written by Puff, the ~~Stonewhisperer~~ Helmetwhisperer
1st, Hematite
The "Void God" has proclaimed me " a lazy, beardless dwarf" because I prefer the scenic route while carrying my seeds. There important seeds! Each one of them will go on to become a taste form of booze for my stomach.
But the Lord will hear none of my reasoning. So, to make up for my percieved laziness, I've taken over for Saint as fortress Chronicler. It's a piss poor job, let me tell ya. I tried to get Thaddeus to do it, but the lout is so depressed he just writes on the paper with tears.
Damn sissy elf-dwarf.
Well onto business, it's summer time now, which means pig tails, quarry bushes, and cave wheat are in. It also means I'm going to be busy as shit.
Why can't the void god haul some of this shit? Better still, why isn't ANYONE using that blasted wheelbarrow sitting in courtyard?



We're all a bit touched in the head, me thinks.

3rd, Hematite
The Lord was thirsty. So he took a break to drink and eat. Something tells me he's not an axelord anymore. Funny how that works.

5th, Hematite
A damn mosquito woman started chasing me outside. The Void God quickly scared them off. Now they're flying about the beacon in some sorta trance. Stupid brainless insects.

7th, Hematite
Crow folks in the courtyard. Great. Welcome to Murdermachines folks! We got furrys!
Fuck my life.

10th, Malachite
God damn this fort is boring. A month of nothing. Thaddeus got harassed by some Giant Thrips. I laughed a little.
Armok bring us migrants.
A woman who aren't serving as hosts for our Dwarfbro.

18th, Malachite
Since we were all bored, and the Void God was looking, Thaddeus, Saint, Krosan, NRDL, and myself decided to have a poker game.
Fucking Thaddeus. That depressed bastard bluffed us all out of our socks.
That's right, socks. There's five thousand socks and not a shilling in the house. We officially made our own currency, DwarfSocks.
It's half a sock to punch a kobold for six hours. That's not a euphemism either, Krosan started up a business. Beat up a kobold for six hours for half a sock, It's a hell of a catharsis release.
Sure beats his idea for a furry brothel.

23th, Malachite
Migrants!
Six wonderful migrants!
Among them are an animal caretaker-cook, an engraver, a woodcutter, a weapon and armor smith, a metalcrafter, and another farmer who's an amazing trapper.
Our abyssal brethren quickly descend upon the new hosts.
AtomicAvocado takes the new farmer. He loudly screams his name the moment he takes the body.
Fungin takes the weapon and armor smith. His first words are "Damn it, I didn't want dangly bits."
Lilbear takes the animal caretaker-cook.
SanDiego takes the metalcrafter, who dabbles in marksmanship.
Scribbles takes the engraver.
Thorkild takes the woodcutter.
Murdermachines grows this day. This means more people for SockPoker.

25th, Malachite
With the fresh arrivals ready to take over work, the four original dwarves, Thaddeus, Saint, NRDL, and Krosan, are confined to the danger room. This leaves me with dick all to do aside write whatever happens. At least Krosan's kobold torturing business is still running.

3rd, Galena
A louse man pissed off AnimaRytak.
Doesn't end well for him.
The Louse Man misses The The Void God!
The The Void God hacks The Louse Man in the second left upper arm with his (steel battle axe) and the severed part sails off in an arc!
The The Void God charges at The Louse Man!
The Louse Man looks surprised by the ferocity of The The Void God's onslaught!
The The Void God hacks The Louse Man in the second right lower arm with his (steel battle axe) and the severed part sails off in an arc!
The The Void God collides with The Louse Man!
The Louse Man is knocked over and tumbles backward!
The The Void God hacks The Louse Man in the head with his (steel battle axe) and the severed part sails off in an arc!
(http://smg.photobucket.com/user/Rytak/media/ouch.png.html)

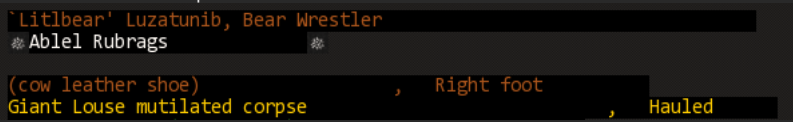
In other news, Thorkild has begun clearing the mushrooms that have filled up first two floors of the fortress, along with the trees in the courtyard.

4th, Galena
More giant lice.

The Giant Louse charges at The The Void God!
The Giant Louse misses The The Void God!
The Giant Louse collides with The The Void God!
The The Void God is knocked over and tumbles backward!
The Giant Louse misses The The Void God!
The Giant Louse charges at The The Void God!
The Giant Louse misses The The Void God!
The Giant Louse collides with The The Void God!
The The Void God is knocked over and tumbles backward!
The Giant Louse misses The The Void God!
The Giant Louse charges at The The Void God!
The Giant Louse misses The The Void God!
The Giant Louse collides with The The Void God!
The The Void God is knocked over and tumbles backward!
The Giant Louse misses The The Void God!
The Giant Louse misses The The Void God!
The The Void God hacks The Giant Louse in the left third foot with his (steel battle axe) and the severed part sails off in an arc!
The The Void God hacks The Giant Louse in the abdomen with his (steel battle axe), fracturing the chitin!
A ligament has been torn and a tendon has been torn!
The Giant Louse misses The The Void God!
The The Void God hacks The Giant Louse in the right third leg with his (steel battle axe) and the severed part sails f in an arc!
The The Void God hacks The Giant Louse in the left second leg with his (steel battle axe) and the severed part sails of in an arc!
The Giant Louse falls over.
The Giant Louse misses The The Void God!
The The Void God hacks The Giant Louse n the right first foot with his (steel battle axe) and the severed ar sails f in n c!
The The Void God hacks The Giant Louse in the head with his (steel battle axe) and the severed part sails off in an arc!

(http://smg.photobucket.com/user/Rytak/media/nothorrible.png.html)

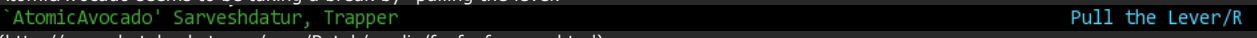
This one actually got a single hit onto AnimaRytak. Didn't do much, just pissed him off.

6th, Galena
Litlbear has a fucked up sense of what is and isn't "edible."

(http://smg.photobucket.com/user/Rytak/media/ohhellno.png.html)

I aint eatin' that.

18th, Galena
Since we're out of seeds to plant, I've started gathering plants from the courtyard. Armok knows the place looks like an elf house. Really, it's just not proper for a dwarven fortress.

25th, Galena
We found a large pile of weapons and armor in one of the unused storerooms, some of it was even steel. Guess this means more hauling.
For everyone else, that is.
I'm just hauling this leaf.
Yep.
This leaf.

28th, Galena
AtomicAvocado seems to be taking a break by "pulling the lever."

(http://smg.photobucket.com/user/Rytak/media/fapfapfap.png.html)
Perverted bastard.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **Gentlefish** on **May 28, 2013, 04:28:42 pm**

Yes, this is Puff.

You haul that leaf, little me.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **TheFlame52** on **May 28, 2013, 04:42:24 pm**

I put myself back on the dorfinator.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **squiddwarf16** on **May 28, 2013, 05:01:58 pm**

I also added my self in the dorfinator. At least... I think I did... never used one of those before.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **gunpowdertea** on **May 29, 2013, 02:10:54 am**

Awesome, we are bouncing back! It also means that i have less fear of accidentally the fort. As long as I don't kill Timmy (again) and we are bringing back the duck-o-tron.

I guess the dorfinator will be continued and the poor souls that are on it will be re-dorfed at some point?

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **AnimaRytak** on **May 29, 2013, 02:20:26 am**

Quote from: gunpowdertea on May 29, 2013, 02:10:54 am
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Basically. Priority goes to people on the new page (Murdermachines Reclaim). But should no dwarf fit, I'll redorf an old one from pre-reclaim.
Also, the more specific a request, the less likely you get dorfed. Anything more complicated then Gender-Profession makes it a hassle.
Not directed at you, I just see a lot of really specific requests in the list and I honestly just ignore them some of the time.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **Lolfail0009** on **May 29, 2013, 02:44:21 am**

Quote from: AnimaRytak on May 29, 2013, 02:20:26 am
Quote from: gunpowdertea on May 29, 2013, 02:10:54 am
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What new page and how do I get Cor'Daz on there?

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **AnimaRytak** on **May 29, 2013, 03:06:52 am**

Quote from: Lolfail0009 on May 29, 2013, 02:44:21 am
Quote from: AnimaRytak on May 29, 2013, 02:20:26 am
Quote from: gunpowdertea on May 29, 2013, 02:10:54 am
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Not directed at you, I just see a lot of really specific requests in the list and I honestly just ignore them some of the time.

What new page and how do I get Cor'Daz on there?

He's already there.
But for reference, there's tabs on the bottom of the google doc. The default page is the reclaim, the second page is pre-reclaim. Everyone who was undorfed and waiting was transferred over.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **Lolfail0009** on **May 29, 2013, 03:11:40 am**

Ok :3

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **tryrar** on **May 29, 2013, 05:22:06 am**

Updated my entry on the Dorfinator(included custom title and profession of any military)

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **gunpowdertea** on **May 29, 2013, 08:44:27 am**

Awesome! This is indeed the answer I was looking for.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **Yuli Viasi** on **May 29, 2013, 09:38:43 am**

Why are some usernames (including mine) written in bold letters on the dorfinator?

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **kefkakrazy** on **May 29, 2013, 11:29:32 am**

Quote from: Yuli Viasi on May 29, 2013, 09:38:43 am
Why are some usernames (including mine) written in bold letters on the dorfinator?

I BELIEVE I started that back when I originally made the Dorfinator. If I'm right it should denote members of the Founding 7 for the Reclaim. I could be wrong though.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **AnimaRytak** on **May 29, 2013, 03:11:56 pm**

Quote from: kefkakrazy on May 29, 2013, 11:29:32 am
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Er, that might've been the case originally (i'm not sure myself), but I've changed it now so that **dwarves** are previous overseers.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **Gentlefish** on **May 29, 2013, 03:20:28 pm**

I hope we can make it to my turn - I really wanna mess things up :P
Of course, I mean only in terms of production placement. TEAR IT ALL DOWN

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **Yuli Viasi** on **May 29, 2013, 03:35:18 pm**

Quote from: AnimaRytak on May 29, 2013, 03:11:56 pm
Quote from: kefkakrazy on May 29, 2013, 11:29:32 am
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Er, that might've been the case originally (i'm not sure myself), but I've changed it now so that **dwarves** are previous overseers.
Well, if that's the case you forgot Chimpanzee. And wrote dermonster in bold letters for some reason.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **xSkeletalx** on **May 29, 2013, 10:40:29 pm**

I'm looking forward to writing some journal entries once I'm finally dorfed!

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **Chimpanzee** on **May 30, 2013, 12:09:28 am**

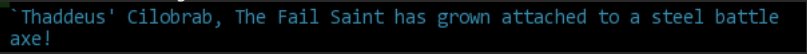
Quote from: Yuli Viasi on May 29, 2013, 03:35:18 pm
Quote from: AnimaRytak on May 29, 2013, 03:11:56 pm
Er, that might've been the case originally (i'm not sure myself), but I've changed it now so that **dwarves** are previous overseers.
Well, if that's the case you missed Chimpanzee. And put dermonster on it for some reason.
Yes. I wondered why my name is not in bold. Maybe the corruption of the farm plot with ♠ was the reason Aslod was not memorialized.
Speaking of farms, where is all the rum gone? I have yet to hear from Anima about sweet pod farming.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **AnimaRytak** on **May 30, 2013, 03:35:00 am**

The Chronicles of Murdermachines
Written by Krosan, Kobold Torturer
1st, Limestone
Punch a kobold, half a sock. Whoop his ass for six hours! A great deal! For another half sock, you can use a club!
--My Advertisement on the Dining Room Wall
AnimaRytak was none to happy about my little engraving and, as punishment, I've become chronicler of Murdermachines for the next three months. Now Puff has more time to haul that little leaf around for the next three hours.
Damn it he's such a lazy cod.
As an entrepreneur of a booming business, I find it reprehensible. Least I would, if he was one of my ~~slaves~~ employees.
So myself, Saint, Thaddeus, and NRDL have been training non-stop for half a season now. Thanks to AtomicAvocado's incessant desire to pull a lever, the training room has been giving us a workout. We don't hold a candle to the ole' VG, but we'll damn fine dwarves in our own right.

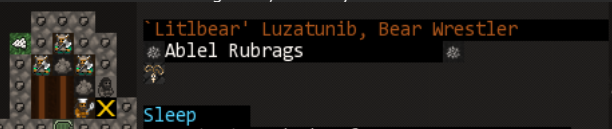
3rd, Limestone
The poor saps in charge of carrying shit have the joy of moving every rock block to the surface for future expansion, by order of VG himself. I've never been so happy to be an axedwarf in my life.

13th, Limestone
Saint's axedwarfship is growing at an exponential rate. Within a week, he's surpassed Thaddeus, who leads our squad, and myself.
I'm a little proud of my fellow dwarf.

18th, Limestone
Thaddeus has a thing for his axe now.
 (http://smg.photobucket.com/user/Rytak/media/thadaxe.png.html)

Cool beans.
In other news...
MIGRANTS!
Delicious migrants. Five of the little buggers.
There's a presser/speardwarf; a butchery/tanner/gem setter; a dissector; a mason/detailer; and best of all, a miner.
The miner becomes the vessel of Dravek.
Dortimus takes the speardwarf.
Eoganatcha takes the brewer/butcher.
One of the novice marksdwarves becomes Minkerrow's host.
Ulborb, one of our original voiddwarves, takes over the mason.

Ho boy, the look on their face when I said, "Welcome back from the void bitches, start haulin!"
Priceless!

10th, Sandstone
Litlbear has some fucking balls, I'll tell ya.
 (http://smg.photobucket.com/user/Rytak/media/balls.png.html)
Just napping in the corner of a danger room. No fucks were given that day.

18th, Sandstone
The lack of lever pulling disturbs me.
However, my skills have made enormous strides this month. I'm at a professional level with an axe now and a master fighter. Thaddeus is my second in skill.
Saint has made little improvement.
I think he missed his dangly parts and is off pulling the lever.

27th, Sandstone
Out of booze. Fort poised to lynch Eoganatcha.

9th, Timber
Booze acquired. Eoganatcha's lynching postponed.

12th, Timber
A caravan from this world's mountainhome arrived today. While we have a trade depot, we have no appraiser or broker.
Litlbear steps forward to be our broker. The sheer mass of his dwarven testicles shall win us this day.
Just an observation, these merchants are all drunk as fuck. Not a damn one of em can drive their wagons. Two of em ran into the fortress wall far passed the entrance.

16th, Timber
Thad likes his shield now. Damn it he's an odd bastard.
Really, just incredibly odd.
Yes, I just wrote that.

19th, Timber
The liaison actually talks to VG. I swear to armok the liaison looked ready to drop a load in his shorts the entire time.
When the liaison asked what was requested of the mountainhome, VG replied, "Cheese."
Simple man. Simple void god.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **Lolfail0009** on **May 30, 2013, 03:40:08 am**

"W-w-w-what do you want?"
"...MORTAL. I COMMAND THEE. BRING ME CHEESE."

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **Yuli Viasi** on **May 30, 2013, 05:23:24 am**

Quote from: Lolfail0009 on May 30, 2013, 03:40:08 am
"W-w-w-w-what do you want?"

"...MORTAL. I COMMAND THEE. **BRING ME CHEESE.**"

WHAT AIN'T A MOUNTAINHOME I EVER HEARD OF!

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **xSkeletalx** on **May 30, 2013, 07:34:09 am**

8) Awesome! Mind posting a picture of my dwarf's status screen? I'd like to make my writing match!

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **Pie Maker** on **May 30, 2013, 10:33:11 am**

Quote from: Lolfail0009 on May 30, 2013, 03:40:08 am
"W-w-w-w-what do you want?"

"...MORTAL. I COMMAND THEE. **BRING ME CHEESE.**"

I am going to sig this, if you don't mind.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **AnimaRytak** on **May 30, 2013, 01:20:53 pm**

Dravek' Kibnokgol, Miner
Thorkild Járnöx' Itonemal, Woodcutter
Ulborb' Tekkudsat, Stonemurderer
Scribbles' Onolsodel, Chronicler
Minkerrrow' Medenkikrost, Depthseeker
AtomicAvocado' Sarveshdatur, Trapper
SanDiego' Ribarustuth, El Mechanico
Eoganachta' Obokuzol, Gem Setter
Fungin' Ritasuzol, Heater
Litlbear' Luzatunib, Bear Wrestler
Puff' Dorentangath, Stonewhisperer
Dortimus' Erithsalul, Gladiator
Thaddeus' Cilobrab, The Fail Saint
AnimaRytak' Tulonidos Amugthikut Stul, The Void God
NRDL' Ottaningish, Axe-Crazy
Krosan' Rilbetathel, Kobold Torturer
Saint' Oddomzoluth, Void Templar

(http://smg.photobucket.com/user/Rytak/media/currentdorfs.png.html)

Spoiler: Dravek (click to show/hide)

Dravek Kibnokgol has been quite content lately. He slept in a very good bedroom recently. He has complained of thirst lately. He has been satisfied at work lately. He admired a fine Seat lately. He has complained of the fast water lately. He was caught in the rain recently. He is a citizen of The Rampart of Tours. He is a member of Voidgods. He is a former member of The Rope of Culmination. He arrived at Usastakud Nazushmesthos on the 18th of Limestone in the year 258. He is eighty-one years old, born on the 1st of Granite in the year 169. He is not tall but has incredible muscles. His hair is crinkly. His very long sideburns are braided. His very long mustache is arranged in double braids. His very long beard is braided. His very long hair is braided. His nose is incredibly upturned. His teeth are jagged. His broad ears are splayed out. His somewhat short head is extremely narrow. His heliotrope eyes are round. His ears are somewhat short. His hair is dark tan with flecks of gray. His skin is burnt umber. He is mighty and rarely sick. Dravek Kibnokgol likes kimerlite like rhodolite the color beige crescents crossbows cages goblets and spider monkey meat for their long limbs. When possible he prefers to consume saffron molly rat weed suashite and dwarven sugar. He absolutely detests brown recluse spiders. He has a great musical sense a great memory and the ability to focus but he has a questionable spatial sense and lower creativity. He rarely feels discouraged. He occasionally overindulges. He can handle stress. He is assertive. He is very active. He is grounded in reality. He dislikes intellectual discussions. He is candid and sincere in dealings with others. He is occasionally gives to procrastination. He chews his nails when he is thinking. He needs alcohol to get through the working day. He does not mind being outdoors at least for a time. A short sturdy creature fond of drink and industry.

(http://smg.photobucket.com/user/Rytak/media/dravek.png.html)
He also has one modest quarters.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **StLeibowitz** on **May 30, 2013, 05:54:28 pm**

I must improve my axedwarfship to far more than merely Thaddeus if I ever want to exact vengeance on the Voidgod!

Some things can *never* be forgiven.

Never.

I will have my revenge for you hoarding the booze in a time of sobriety, AnimaRytak. Vengeance will be mine...soon.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **Teh_Idort** on **May 30, 2013, 08:45:41 pm**

Quote from: StLeibowitz on May 30, 2013, 05:54:28 pm

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Some things can *never* be forgiven.

Never.

I will have my revenge for you hoarding the booze in a time of sobriety, AnimaRytak. Vengeance will be mine...soon.

REDRUM, REDRUM, REDRUM

Is the Rum even red? Are sweet-pods red? Can this reference work here?

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **AnimaRytak** on **May 30, 2013, 09:00:36 pm**

Quote from: Teh_Idort on May 30, 2013, 08:45:41 pm

Quote from: StLeibowitz on May 30, 2013, 05:54:28 pm

I must improve my axedwarfship to far more than merely Thaddeus if I ever want to exact vengeance on the Voidgod!

Some things can *never* be forgiven.

Never.

I will have my revenge for you hoarding the booze in a time of sobriety, AnimaRytak. Vengeance will be mine...soon.

REDRUM, REDRUM, REDRUM

Is the Rum even red? Are sweet-pods red? Can this reference work here?

We can always say it's a strawberry daiquiri.
Dwarven Daiquiri.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **StLeibowitz** on **May 31, 2013, 01:23:02 am**

Quote from: Teh_Idort on May 30, 2013, 08:45:41 pm

Is the Rum even red?

It can be made red. Might ruin the taste a bit, though - coppery doesn't sound like a good flavor for alcohol.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **SanDiego** on **May 31, 2013, 05:14:18 am**

Given the amount of slaughter that went on, it can be safely assumed that our rum in fact *is* red. And our plump helmets. And dogs.

Title: **Re: Murdermachines - Wrath of the Voidgod (Deathgate II)**
Post by: **AnimaRytak** on **May 31, 2013, 08:56:39 pm**

Chronicles of Murdermachines
Written by the Void God

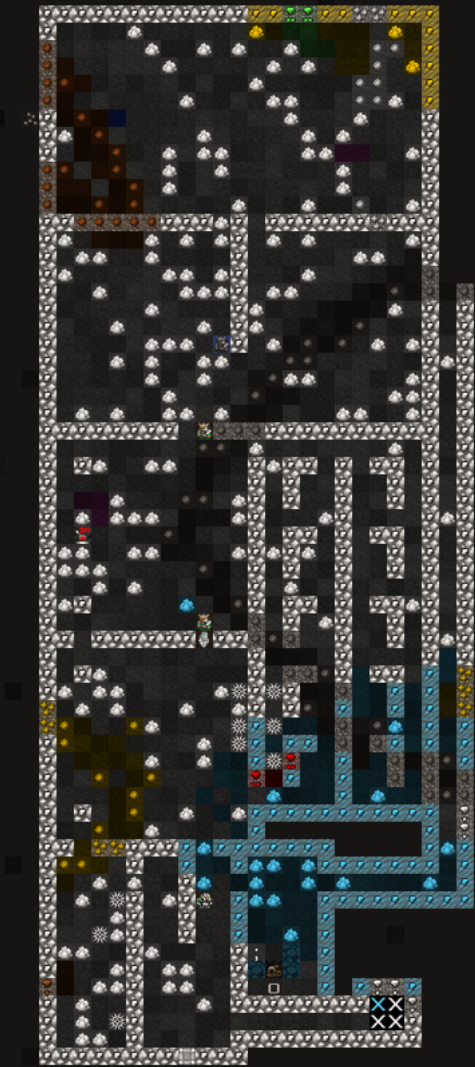
Winter
Winter has arrived. The cold air does little to the bones of this body. It's blood has been replaced with magma. My flesh feels hot. I like it.

AnimaRytak' Tulonidos Amugthikut Stul, The Void God has grown attached to a steel battle axe!

(http://smg.photobucket.com/user/Rytak/media/voidgodsaxe.png.html)

6th, Moonstone
I've ordered Dravek to begin mining out mineral veins down in the mines. He's been relieved of hauling duty. Fungin has been instructed to build two smelters and get to work. Since the stairwell down has been located, I've ordered Thaddeus and his squad to explore the depths of Murdermachines.

9th, Moonstone



(<http://smg.photobucket.com/user/Rytak/media/underfortress.png.html>)

We've discovered an extensive bunker carved out several floors down.
Farther down we discover an abandon smithy.
A magma smithy.
Fungin is ordered to abandon his smelters up top.
Murdermachines must have steel once more.

18th, Moonstone
Krosan has become an Axe Lord.
I look forward to unleashing him on our enemies.

5th, Opal
Thaddeus now likes his greaves.
Fetishist.

22nd, Opal
Krosan now has a thing for his axe.
Fetishist.

1st, Obsidian
Litlbear once again astounds us by sleeping outside in the stone block stockpile.

End of Year
Winter has passed with little notice. Fungin continues to balance smelting and crafting stone pots. Puff and AtomicAvocado continue to produce booze and meals for the fortress. Krosan, NRDL, Saint, and Thaddeus continue their training. Three of them are Axelords, Saint continues to lag behind the others.

| | | | | | |
|------------------|---|------|--------------------|---|------|
| Population: | 17 | | | | |
| Miners |  | 1 | Axedwarves |  | 2 |
| Woodworkers |  | 1 | Axe Lords |  | 3 |
| Stoneworkers |  | 2 | Swordsdwarves |  | None |
| Rangers |  | 2 | Swordmasters |  | None |
| Metalsmiths |  | 1 | Macedwarves |  | None |
| Jewelers |  | 1 | Mace Lords |  | None |
| Craftsdwarves |  | 1 | Hammerdwarves |  | None |
| Nobles/Admins |  | None | Hammer Lords |  | None |
| Peasants |  | None | Speardwarves |  | None |
| Dwarven Children |  | None | Spearmasters |  | None |
| Fishery Workers |  | None | Marksdwarves |  | None |
| Farmers | | 3 | Elite Marksdwarves | | None |
| Engineers | | None | Wrestlers | | None |
| Trained Animals | | None | Elite Wrestlers | | None |
| Other Animals | | 4 | Recruit/Others | | None |

(<http://smg.photobucket.com/user/Rytak/media/endofyear.png.html>)

In the year since I have returned to this world, my brethern in my wake, we have reached seventeen in number. While we still lack a manager, a booker keeper, or a real broker, we have a small yet capable military, the start of a metal industry, fertile farms, and myself.
The Voidwraith's have returned again. Murdermachines stands tall against the world. And I shall burn this world before the end. This time, there shall be no peace. Murdermachines will drown in the blood of humans, elves, kobolds, goblins, and voidspawn.
My axe thirts.

(OOC: Very uneventful winter. Save incoming.)

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **renegadelobster** on **May 31, 2013, 09:09:28 pm**

I...I think my dwarf is defective...somehow

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **AnimaRytak** on **May 31, 2013, 09:13:46 pm**

Save is here (<http://dffd.wimbli.com/file.php?id=7709>)

And I think your lobster. Thaddeus is... a weird one.

GentlemanRaptor, the ball is in your court!

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **GentlemanRaptor** on **May 31, 2013, 10:50:58 pm**

Alright, downloading the save now. Lemme see if I remember how to do this without getting everyone killed.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **GentlemanRaptor** on **May 31, 2013, 10:59:22 pm**

Okay, save downloaded. Uh, is there any particular reason for the wall around nothing just sitting outside? It's just around a 4x4 of grass and rushes...

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **xSkeletalx** on **May 31, 2013, 11:19:35 pm**

I'm not great at MSPaint, but here's Dravek!

Spoiler (click to show/hide)



The following is a Dwarven journal, written on fine sheets of Pig Tail paper. The words run off the paper at many different points.

18th Limestone

Well now, it's been a while since I was this happy! After dozens of years floating around that purple and black Void, I had pretty much given up the hope of ever getting to feel the crunch of a pick against stone ever again. The last time I got to dig, I remember hearing a strange shrieking noise, and feeling an extremely sharp pain in the back of my skull, which must have killed me since everything stopped working and I fell on my face. As I was drawn from my body towards what I now know as the Void, I saw this gigantic brown colored spider chewing on my head - I think if I had still had a functional stomach, I would have vomited right there. When I got my first view of the Void, I was stunned. I had never seen anything so beautiful and frightening at the same time, except maybe *ADAMANTIUM* down in the mines. After a long time wandering and reminiscing about digging out a huge emerald vein, I heard this strange pulsing sound, almost like a deep drum, calling me towards this particularly bright point in the Void. Now I couldn't really say why, but I felt myself drawn to it, like a two legged rhino lizard to cheese. When I got close enough, it sucked me right through!

When I passed through that bright light, I found myself shooting towards the ground at an extremely rapid pace, heading directly towards what I noticed looked like a Dwarven fortress. I passed into this strange object that I have now learned is called '**The Beacon**', and immediately felt something change. I felt wind in my hair, solid ground beneath my feet, (I had FEET again!) and even smelled the familiar odor of unwashed dwarven bodies. It really felt just like being home again! I also noticed that my new body seemed to be extremely strong, my arms are larger than my head! I looked around and saw the Void God, AnimaRytak standing before me. I was awed by the sheer power emanating from him... ***IT***. When he spoke, I *FELT* it almost as much as I heard it.

"DRAVEK, I HAVE NEED OF YOU. THERE IS MUCH WORK TO BE DONE HERE, MUCH WEALTH OF THE EARTH FOR US TO RECLAIM. "

"You want me to dig? You've found the right dwarf, your Voidgodliness. I can hear th' ore calling me! I'll just be on my way to grab a pick, and get diggin'."

"DRAVEK. THE WORK TO BE DONE IS THE OTHER WAY."

"I'll be sure to get right on that, boss. Right after I grab a pint."

I wonder if any of the other boys around here know where I can get my hands on a nice goblet to drink out of. I'd hate to have to drink my first ale in years out of an Armok-be-damned MUG. What am I, an elf?

6th Moonstone

Well, the Void God found me after my 8th pint, and shoved a pick in my hands. He told me to ignore the piles of junk that many of the other dwarves were moving from place to place, and told me to start digging out whatever minerals and ores I found down in the mines. This is the best job I ever had! I carved out a couple chambers pretty quickly, dropping the good stuff in piles for the others to pick up. I got too much digging to do to be lugging leaves and sticks around all day. I put my own special design on the chambers too, I think Mr. Anima will be pleased.

I call them *Rectangulars*.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **AnimaRytak** on **May 31, 2013, 11:20:49 pm**

Madness, most likely.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **GentlemanRaptor** on **May 31, 2013, 11:29:59 pm**

Okay. Well, that seems about right. I'll go ahead and work on getting an update together. Is there anything that really needs doing in the fort?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **AnimaRytak** on **June 01, 2013, 04:21:43 am**

Primarily hauling. Nothing else is really getting done. I'd focus on getting a metal industry working and getting new military units trained. Spring should bring you a large migrant wave of 20 or so so your dwarfpower should get a large boost, enough to disable hauling for key dwarves like masons and the like.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **GentlemanRaptor** on **June 01, 2013, 02:33:20 pm**

Damn and blast! DF crashed and threw me back to the end of Granite. The spring update will take a bit longer than I thought it would.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **peregarrett** on **June 02, 2013, 12:15:01 pm**

Whoa!
While I was on my vacations, you all made the fort crush to kobold ambush and then reclaimed it with the aid of Void God who's tore everything to pieces. Holy carp... :o

I updated my dorfinator entry, now I want weapon or armorsmith who's being trained as hammerdwarf periodically.

And I'd like another turn in this.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **GentlemanRaptor** on **June 02, 2013, 03:03:20 pm**

Journal of Raptor, Overseer of Murdermachines Reclamation Force
26th Granite

Ah, it's good to be corporeal again! Well, it would be, except I leapt before I looked and possessed a woman. It's damned hard to tell gender from the void, especially with beards obscuring faces. The other dwarves are doing their best to fill me in on what happened in my absence, so I'll write it down here so I don't forget. One thing first, though:

Spoiler (click to show/hide)



What the hell is that? It's just a stone wall, sitting in the middle of the ground, surrounding nothing at all! Ah well. I'd best get to recording what happened in my absence.

6th Granite
Litbear took it upon himself to become our bookkeeper. Not sure why, to be honest, but it can't be more boring than being the broker when no caravans are around.

18th Granite
NRDL was apparently being stalked by the ghost of Prosnorkulus. That must have been terrifying. I can just imagine him sparring away, with nothing wrong, when suddenly Spoiler (click to show/hide)



that shows up behind you.

22nd Granite
The only record for today is something scribbled about "A dwarven child has" and nothing else. Weird. The child in question doesn't even exist...must be the work of him.

23rd Granite
The ~~vessels~~ migrants showed up. And a damn good thing, too, or I wouldn't be writing this!
Spoiler (click to show/hide)



Not counting myself, these dwarves now have fresh bodies:

- Pegarrette
- Tyler Durden
- Prosnorkulus
- Maxwell Edison
- NCommander
- Aoshi
- Vendix
- Oryx
- The Mad Fool
- Tryrar
- squidmann
- Voicesinthefan
- Fungin
- Greg
- Scaliper
- Microblighted

The Mad Fool ran off as soon as he finished possessing a suitable vessel, muttering about diagnosis and surgical implants. I'm sure he won't do too much harm. I'll just have him directed...away from the hospital.

28th Granite
I put a bit of effort into getting new dwarves into their preferred military positions.
Spoiler (click to show/hide)

FPS: 100 (44)

The Military of Usânstâkud Nazushmestthos

4 squads, 17 soldiers, 5 active
Squad: 1/1 Axedwarf, 0/9 Wrestlers
d: Disband squad

Active/Training: Train
c: Cancel move/station
l: Create squad appointed by this leader

N: Name squad

| SQUADS/LEADERS | SQUAD POSITIONS | CANDIDATES |
|--|--|--|
| The Handles of Shocking
The Quiet Mansions
The Bronze Rights
The Packs of Winding | 1. `AnimaRytak' Tulonidos Amugthîkut Stul, The Void God
2. AVAILABLE
3. AVAILABLE
4. AVAILABLE
5. AVAILABLE
6. AVAILABLE
7. AVAILABLE
8. AVAILABLE
9. AVAILABLE
10. AVAILABLE | `Saint' Oddomzoluth, Void Templar
`NRDL' Ottaningish, Axe-Crazy
`Krosan' Rilbetathel, Kobold Torturer
`Puff' Dorentangath, Stonewhisperer
`Litlbear' Luzatunib, Bear Wrestler
`SanDiego' Rîbarustuth, El Mechanico
`Fungin' Rîtasuzol, Heater
`Scribbles' Onolsodel, Chronicler
`Thorkild Járnöx' îtonemal, Woodcutter
`AtomicAvocado' Sarveshdatur, Trapper
`Ulborb' Tekkudsat, Stonemurderer |

p: Positions

a: Alerts

e: Equip

n: Uniforms

u: Supplies

f: Ammunition

ESC: Done

234689: Move selector

s: Schedule

FPS: 100 (47)

The Military of Usânstâkud Nazushmestthos

4 squads, 17 soldiers, 5 active
Squad: 4/4 Axedwarves, 1/1 Macedwarf, 4/5 Wrestlers
d: Disband squad

Active/Training: Train

N: Name squad

| SQUADS/LEADERS | SQUAD POSITIONS | CANDIDATES |
|--|---|---|
| The Handles of Shocking
The Quiet Mansions
The Bronze Rights
The Packs of Winding | 1. `Thaddeus' Cilobrab, The Fail Saint
2. `Saint' Oddomzoluth, Void Templar
3. `NRDL' Ottaningish, Axe-Crazy
4. `Krosan' Rilbetathel, Kobold Torturer
5. `Prosnorkulus' îlulkogan, Gem Cutter
6. `Maxwell Edison' Vutokatham, Animal Caretaker
7. `NCommander' Tenshedsazir, CARPLord
8. `Oryx' èrithberdan, The Mad God
9. `Tryrar' Sibrekduthnur, Goremaster
10. AVAILABLE | `AnimaRytak' Tulonidos Amugthîkut Stul, The Void God
`Puff' Dorentangath, Stonewhisperer
`Litlbear' Luzatunib, Bear Wrestler
`SanDiego' Rîbarustuth, El Mechanico
`Fungin' Rîtasuzol, Heater
`Scribbles' Onolsodel, Chronicler
`Thorkild Járnöx' îtonemal, Woodcutter
`AtomicAvocado' Sarveshdatur, Trapper
`Ulborb' Tekkudsat, Stonemurderer
`Dravek' Kibnokgol, Miner
`Eoganachta' Obokuzol, Gem Setter |

p: Positions

a: Alerts

e: Equip

n: Uniforms

u: Supplies

f: Ammunition

ESC: Done

234689: Move selector

s: Schedule

FPS: 100 (46)

The Military of Usânstâkud Nazushmestthos

4 squads, 17 soldiers, 5 active
Squad: 3/3 Marksdwarves, 0/7 Wrestlers
d: Disband squad

Inactive: No scheduled order

N: Name squad

| SQUADS/LEADERS | SQUAD POSITIONS | CANDIDATES |
|--|---|--|
| The Handles of Shocking
The Quiet Mansions
The Bronze Rights
The Packs of Winding | 1. `Minkerrow' Medenkikrost, Depthseeker
2. `SanDiego' Ribarustuth, El Mechanico
3. `Raptor' Umâmtulon, Sniper
4. AVAILABLE
5. AVAILABLE
6. AVAILABLE
7. AVAILABLE
8. AVAILABLE
9. AVAILABLE
10. AVAILABLE | `Saint' Oddomzoluth, Void Templar
`AnimaRytak' Tulonidos Amugthikut Stul, The Void God
`NRDL' Ottaningish, Axe-Crazy
`Krosan' Rilbetathel, Kobold Torturer
`Puff' Dorentangath, Stonewhisperer
`Litlbear' Luzatunib, Bear Wrestler
`Fungin' Ritasuzol, Heater
`Scribbles' Onolsodel, Chronicler
`Thorkild Járnöx' itonemal, Woodcutter
`AtomicAvocado' Sarveshdatur, Trapper
`Ulborb' Tekkudsat, Stonemurderer |

p: Positions

a: Alerts

e: Equip

n: Uniforms

u: Supplies

f: Ammunition

ESC: Done

234689: Move selector

s: Schedule

FPS: 100 (44)

The Military of Usânstâkud Nazushmestthos

4 squads, 17 soldiers, 5 active
Squad: 3/9 Wrestlers, 1/1 Speardwarf
d: Disband squad

Inactive: No scheduled order

N: Name squad

| SQUADS/LEADERS | SQUAD POSITIONS | CANDIDATES |
|--|---|---|
| The Handles of Shocking
The Quiet Mansions
The Bronze Rights
The Packs of Winding | 1. `Dortimus' êrithsalul, Gladiator
2. `Scaliper' Nilesdodók, Clothier
3. `Greg' Stinthädzeg, Greg
4. `Microblighted' Kirgeshud, Farmer
5. AVAILABLE
6. AVAILABLE
7. AVAILABLE
8. AVAILABLE
9. AVAILABLE
10. AVAILABLE | luth, Void Templar
Tulonidos Amugthikut Stul, The Void God
`NRDL' Ottaningish, Axe-Crazy
!l, Kobold Torturer
`Puff' Dorentangath, Stonewhisperer
`Litlbear' Luzatunib, Bear Wrestler
`SanDiego' Ribarustuth, El Mechanico
`Fungin' Ritasuzol, Heater
`Scribbles' Onolsodel, Chronicler
`Thorkild Járnöx' itonemal, Woodcutter
`AtomicAvocado' Sarveshdatur, Trapper |

p: Positions

a: Alerts

e: Equip

n: Uniforms

u: Supplies

f: Ammunition

ESC: Done

234689: Move selector

s: Schedule

Not all of them are training, but I'll get a schedule set up sometime.

1st Slate
Litlbear locked herself in her office, muttering something about "highest precision". I think she means to update the stockpile records.

12th Slate
Oh, for Armok's sake! Who let the fucking duck into the danger room?
Spoiler (click to show/hide)

Page 1/1

FPS: 100 (46)

Dwarf Fortress

12th Slate, 259

The =birchen training spear= strikes The Drake in the right lower leg, shattering the bone!
The Drake falls over.
The =birchen training spear= strikes The Drake in the left upper leg, shattering the bone!
The =birchen training spear= strikes The Drake in the head, bruising the muscle, jamming the skull through the brain and tearing apart the brain!
The Drake has been knocked unconscious!
→Kadöl Nishkol, Drake (Tame) has been impaled on spikes.

z: Zoom to location

Announcement Date: 12th Slate, 259

Gah! Now there's blood all over the walls. Well, at least something good got done today. Absent a proper archery room, I designated this area to be dug out to provide practice for the archers.
Spoiler (click to show/hide)



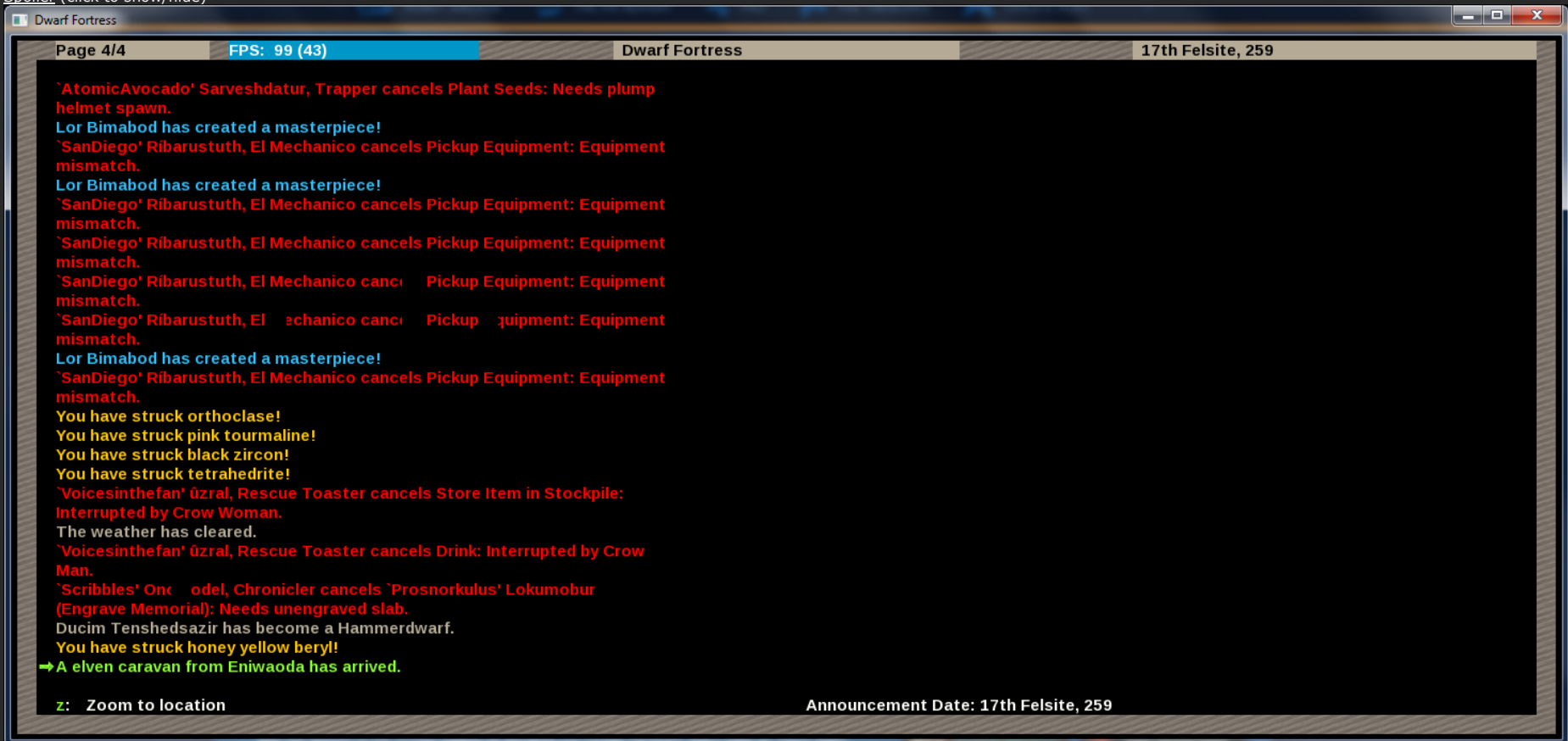
25th Slate
The archery range would be ready by now, if anyone would finish building the damn thing! Ulborb is off polishing floors, and god knows where the architects have gotten to. I just wish there wasn't so much hauling to do around here, because then there would be time for real work to get done.

3rd Felsite
I was walking along today, and I saw this:
Spoiler (click to show/hide)



In case you can't tell, that's a llama. In the middle of our underground fortress. Why on earth anyone would keep a llama inside I have no idea, but I think I'm going to have harsh words with Dortimus about this one. I told him he wasn't allowed to practice on the pregnant livestock...

17th Felsite
A caravan of those elven scum arrived today.
Spoiler (click to show/hide)



We shall crush and rend their flesh-wait, we have to be diplomatic, don't we. Ah, well. Rending can wait.

20th Felsite
That's odd. Udib Berasmel took one look at the elves and then ran off, acting all secretive. I think he's been taken by a strange mood. He'd better make something useful.
Spoiler (click to show/hide)



22nd Felsite
The elves have made it to the depot, but Litbear is off somewhere drinking. He'd better come soon, or
Spoiler (click to show/hide)



Shit! An ambush! Good thing the traders got inside. Now all that's left to do is wait...

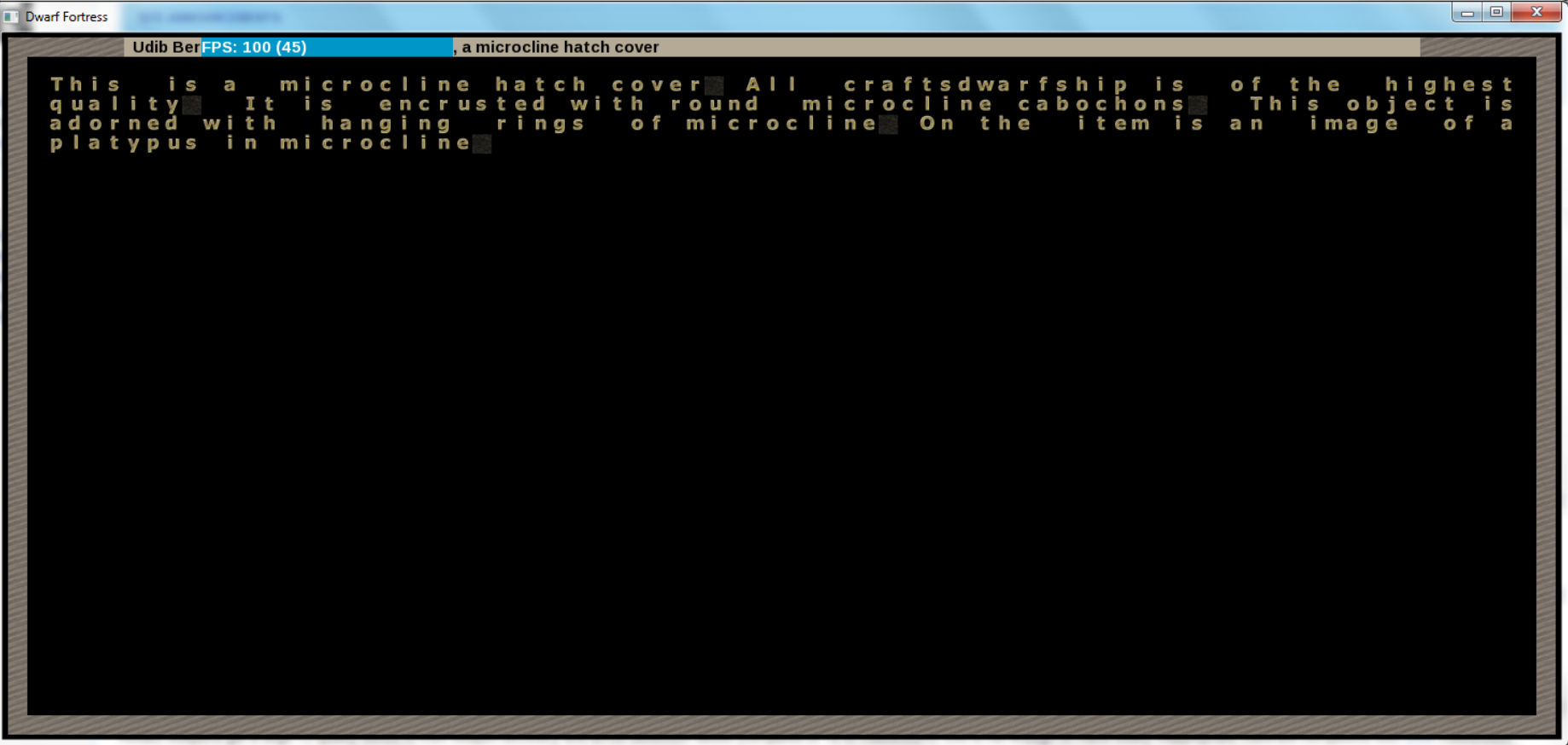
23rd Felsite
The Void God...he just tore them apart like they were tissue paper!
Spoiler (click to show/hide)



I swear to Armok I saw him tear a leg off with his teeth! I fear for any soul who encroaches on our fortress...

24th Felsite
Litbear decided that, since the traders are here, it would be a good time for a nap. He needs to learn discipline. Maybe some time in the danger room would suffice. But the news is not all bad. Udib began work on his construction. Hopefully it will be useful, instead of something like a hatch cover!

28th Felsite
He made a bloody hatch cover. Of all the things he could have possibly made...
Spoiler (click to show/hide)



The narcissist even named it after himself!

OOC: And thus ends spring. Sorry about the size of the screenshots, I had to spoiler them as they were taking up too much space. Here are the full logs for AnimaRytaks's single handed slaughter of the kobolds.

[Spoiler](#) (click to show/hide)

Dwarf Fortress

Page 1/5

FPS: 100 (45)

Dwarf Fortress

22nd Felsite, 259

The Kobold Spearman misses The The Void God!

The The Void God punches The Kobold Spearman in the lower right back teeth with his right hand and the severed part sails off in an arc!

The Kobold Spearman misses The The Void God!

The The Void God charges at The Kobold Spearman!

The Kobold Spearman looks surprised by the ferocity of The The Void God's onslaught!

The The Void God hacks The Kobold Spearman in the left hand with his (steel battle axe) and the severed part sails off in an arc!

The The Void God collides with The Kobold Spearman!

The Kobold Spearman is knocked over and tumbles backward!

The The Void God scratches The Kobold Spearman in the left lower arm, fracturing the bone!

An artery has been opened by the attack, a motor nerve has been severed and a tendon has been torn!

The The Void God hacks The Kobold Spearman in the lower body with his (steel battle axe), tearing apart the muscle through the ({small giant cave spider silk tunic}) and spilling her guts!

An artery has been opened by the attack!

The Kobold Spearman is propelled away by the force of the blow!

The Kobold Spearman has become enraged!

The The Void God charges at The Kobold Spearman!

The Kobold Spearman looks surprised by the ferocity of The The Void God's onslaught!

The The Void God hacks The Kobold Spearman in the right lower leg with his (steel battle axe) and the severed part sails off in an arc!

The The Void C d collides with The Kobold Spearman!

The Kobold Spearman is knocked over and tumbles backward!

The The Void God bites The Kobold Spearman in the right upper leg, chipping the bone through the ({small giant cave spider silk tunic})!

→The The Void God latches on firmly!

z: Zoom to location

Announcement Date: 22nd Felsite, 259

Dwarf Fortress

Page 2/5

FPS: 100 (45)

Dwarf Fortress

22nd Felsite, 259

→The The Void God shakes The Kobold Spearman around by the right upper leg and the severed part sails off in an arc!

The right upper leg is ripped away and remains in The The Void God's grip!

The The Void God hacks The Kobold Spearman in the right hand with his (steel battle axe), tearing apart the muscle!

The (steel battle axe) has lodged firmly in the wound!

The The Void God twists the embedded (steel battle axe) around in The Kobold Spearman's right hand!

The The Void God hacks The Kobold Spearman in the right upper arm with his (steel battle axe) and the severed part sails off in an arc!

The The Void God punches The Kobold Spearman in the right eye with his left hand, bruising the right eyelid!

The Kobold Spearman misses The The Void God!

The The Void God hacks The Kobold Spearman in the upper body with his (steel battle axe), tearing apart the muscle and tearing apart the liver through the ({small giant cave spider silk tunic})!

An artery has been opened by the attack!

The Kobold Spearman is propelled away by the force of the blow!

The The Void God charges at The Kobold Spearman!

The Kobold Spearman looks surprised by the ferocity of The The Void God's onslaught!

The The Void God hacks The Kobold Spearman in the right upper leg with his (steel battle axe) and the severed part sails off in an arc!

The The Void God collides with The Kobold Spearman!

The Kobold Spearman is knocked over!

The The Void C d hacks The Kobold Spearman in the lower body with his (steel battle axe), tearing apart the muscle through the ({small giant cave spider silk tunic}) and spilling her guts!

The Kobold Spearman is propelled away by the force of the blow!

The Kobold Spearman misses The The Void God!

z: Zoom to location

Announcement Date: 22nd Felsite, 259

Dwarf Fortress

Page 3/5

FPS: 100 (45)

Dwarf Fortress

22nd Felsite, 259

The The Void God charges at The Kobold Spearman!

→The Kobold Spearman looks surprised by the ferocity of The The Void God's onslaught!

The The Void God hacks The Kobold Spearman in the left foot with his (steel battle axe) and the severed part sails off in an arc!

The The Void God collides with The Kobold Spearman!

The Kobold Spearman is knocked over and tumbles backward!

The The Void God hacks The Kobold Spearman in the left hand with his (steel battle axe) and the severed part sails off in an arc!

The The Void God hacks The Kobold Spearman in the head with his (steel battle axe), tearing apart the muscle and shattering the skull!

A tendon in the skull has been torn!

The Kobold Spearman is propelled away by the force of the blow!

The The Void God hacks The Kobold Spearman in the left lower leg with his (steel battle axe) and the severed part sails off in an arc!

The Kobold Spearman misses The The Void God!

The The Void God hacks The Kobold Spearman in the upper body with his (steel battle axe), tearing apart the muscle and tearing apart the liver through the ({small cave spider silk tunic})!

An artery has been opened by the attack!

The Kobold Spearman is propelled away by the force of the blow!

The Kobold Spearman misses The The Void God!

The The Void God stands up.

The Kobold Spearman misses The The Void God!

The The Void God hacks The Kobold Spearman in the right hand with his (steel battle axe) and the severed part sails off in an arc!

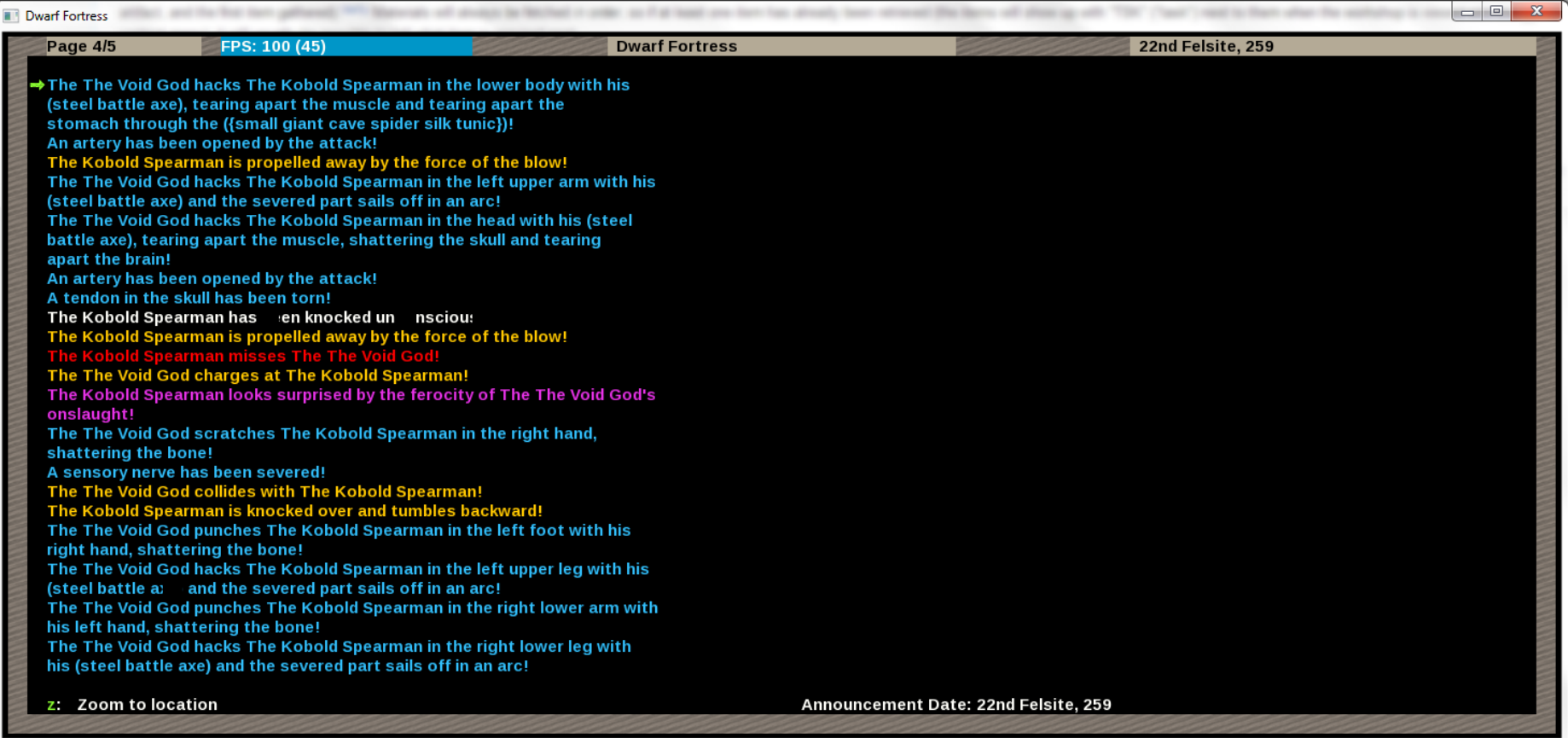
The The Void C d punches The Kobold Spearman in the second toe, left foot with his left hand, tearing apart the skin!

The The Void God charges at The Kobold Spearman!

The Kobold Spearman looks surprised by the ferocity of The The Void God's onslaught!

z: Zoom to location

Announcement Date: 22nd Felsite, 259



Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **StLeibowitz** on **June 02, 2013, 05:06:00 pm**

Hey, artifact hatch covers are useful! I'm pretty sure artifact doors and hatches are immune to breakage. We could brick up all the other entrances, ditch the walls, and have a single down staircase into the fort - covered by the hatch! This entrance would be completely immune to invaders.

Also, is that Ironhand? I approve.

EDIT: rough wall tiles unfamiliar. Guess revised to Phoebus.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **GentlemanRaptor** on **June 02, 2013, 06:14:24 pm**

Your first guess was right. I know the hatch cover is useful, but I was hoping for a cool weapon. To be honest, when I saw him grabbing microcline I knew to expect something like this. I do like the platypus styling, though.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Teh_Idort** on **June 02, 2013, 06:54:38 pm**

Quote from: GentlemanRaptor on June 02, 2013, 03:03:20 pm
In case you can't tell, that's a llama. In the middle of our underground fortress. Why on earth anyone would keep a llama inside I have no idea, but I think I'm going to have harsh words with Dortimus about this one. I told him he wasn't allowed to practice on the pregnant livestock...

I'm sorry boss, I just can't let go of my first body's habits.... Female creatures just should not have babies within them. Besides, twice the experience.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **StLeibowitz** on **June 02, 2013, 07:35:07 pm**

Quote from: GentlemanRaptor on June 02, 2013, 06:14:24 pm
Your first guess was right. I know the hatch cover is useful, but I was hoping for a cool weapon. To be honest, when I saw him grabbing microcline I knew to expect something like this. I do like the platypus styling, though.

Yeah, the platypus is a nice touch. The hanging rings might make finding the handle a bit difficult, though...

And it *is* Ironhand? Huh. I don't remember microcline walls looking like that, but I haven't found much microcline recently. Approval restored.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **peregarrett** on **June 03, 2013, 02:41:22 am**

Quote from: GentlemanRaptor on June 02, 2013, 03:03:20 pm
Not counting myself, these dwarves now have fresh bodies:
Peregarrette

It's so great to feel alive again!

but:
Quote
28th Granite
I put a bit of effort into getting new dwarves into their preferred military positions.

you've forgotten to add me into squad (that one which trains from time to time). My hammer demands some blood, that makes great effect on smithing!

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **AnimaRytak** on **June 03, 2013, 03:33:57 am**

Just a head up, Fungin was already dwarfed. Furnace Worker/Armor/Weaponsmith.
Other than that, joyous slaughter by the void god!

And I think we need some new artwork for the front page. The starting seven needed something else.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Chimpanzee** on **June 03, 2013, 07:11:36 am**

Two Fungins? Always better than one. Double the steel = Double the victory!

Updated the dorflist accordingly.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **peregarrett** on **June 03, 2013, 07:28:16 am**

Quote from: Chimpanzee on June 03, 2013, 07:11:36 am

Two Fungins? Always better than one. Double the steel = Double the victory!

Updated the dorflist accordingly.

You better title them Heater and Melter.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **The Mad Fool** on **June 03, 2013, 10:31:44 am**

The Mad Fool RETURNS! MWAHAHAHA!

ahem

So what's his new vessel like?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **kefkakrazy** on **June 03, 2013, 12:14:18 pm**

And does Mad Fool II have all his parts?

I can just see him being pissed off that his new vessel is "whole" thus not giving him anything to tinker with.

Maybe I'm just enamored of watching him roundhouse kick a kobold with one leg. Next thing you know he's going to go full-on Samurai Jack Scotsman and build a working, fully-automatic crossbow into a peg leg.

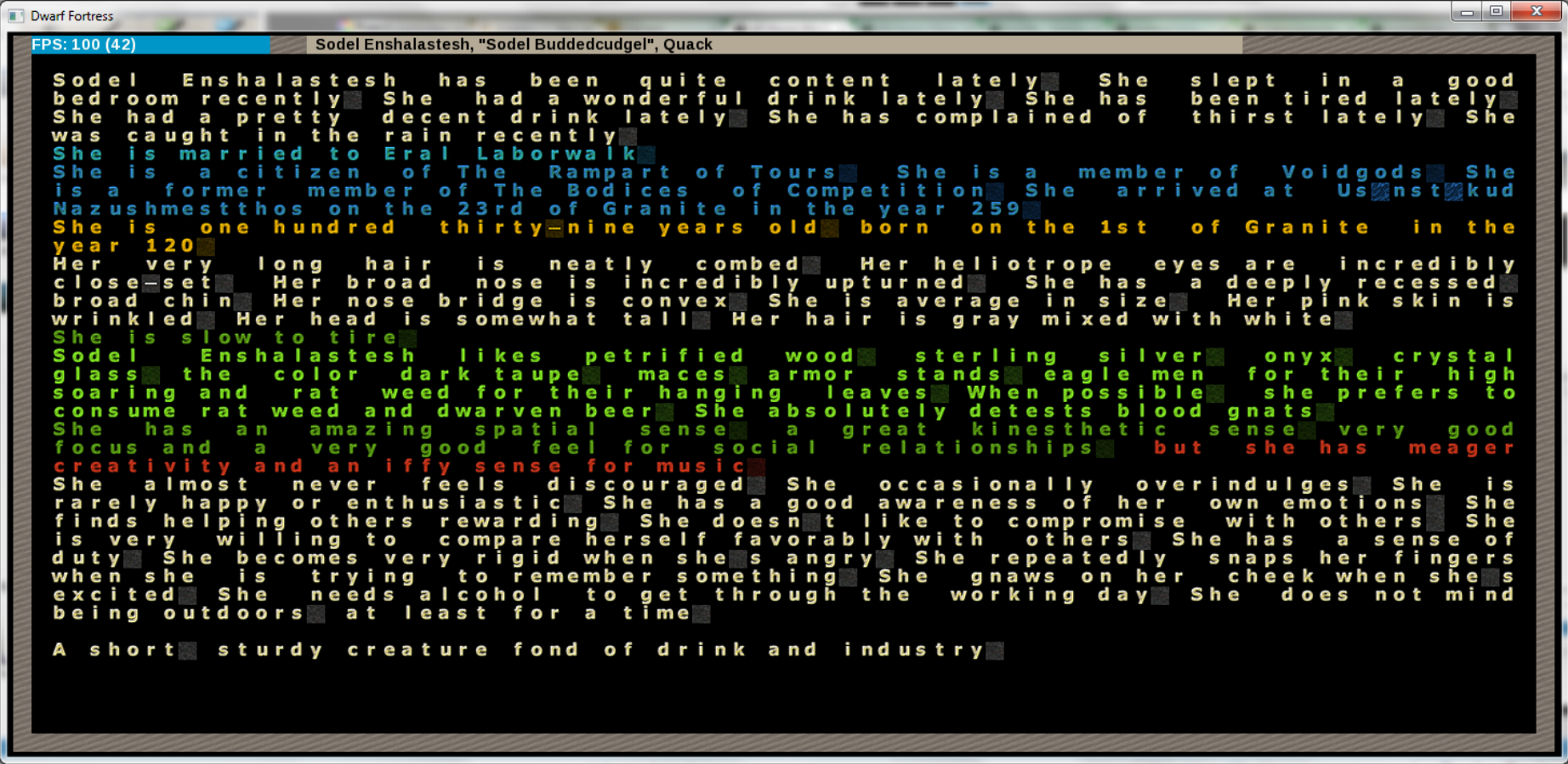
For *science*.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **GentlemanRaptor** on **June 03, 2013, 02:32:58 pm**

Sorry, forgot to remove Fungin from my internal list. I didn't actually make two. And I had finished the update before you posted that, peregarrett, but I'll change it. The Mad Fool, let me get to the computer I have the fortress on, then I'll put up the character description.

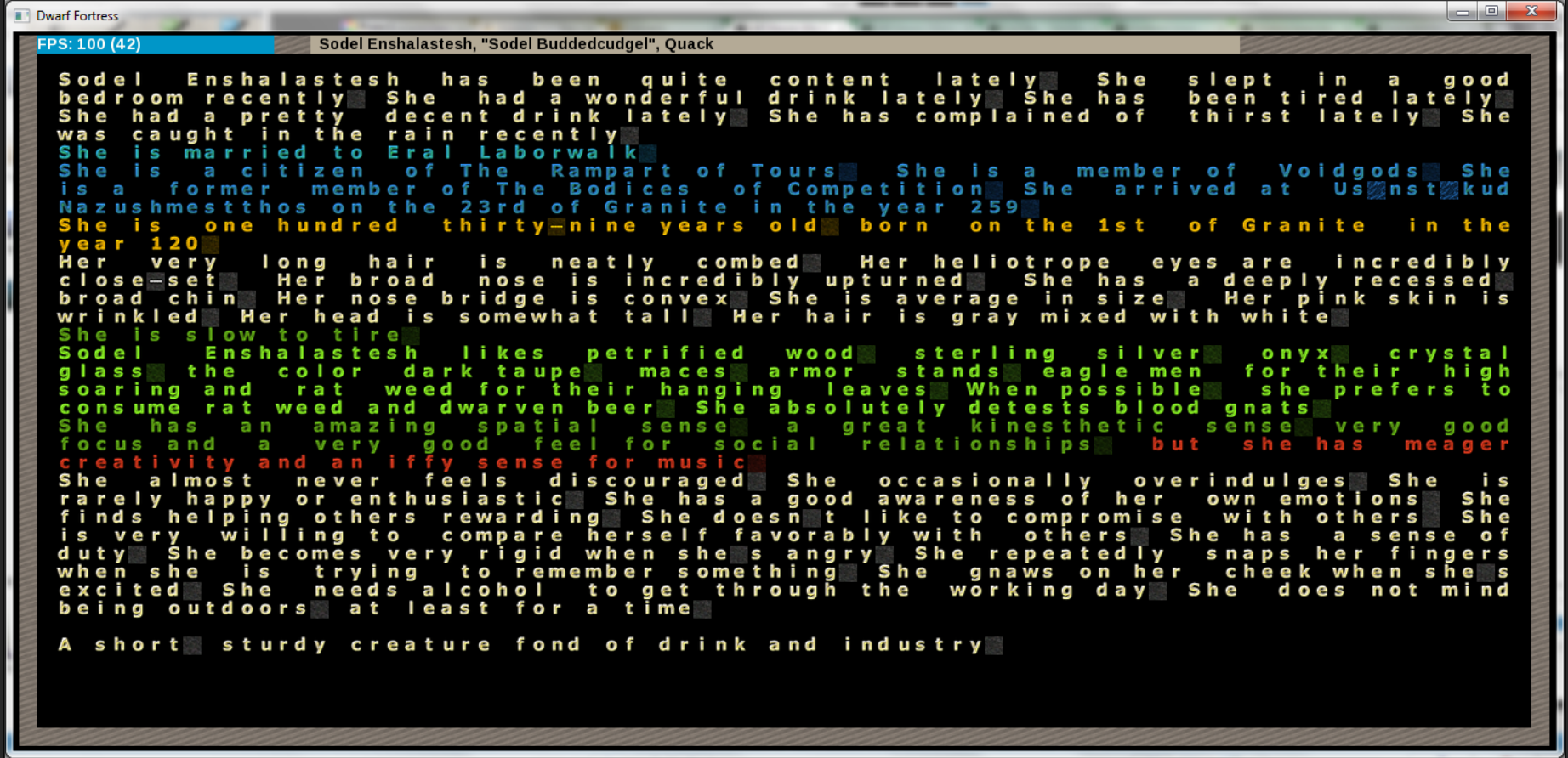
Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **GentlemanRaptor** on **June 03, 2013, 02:39:54 pm**

The Mad Fool:
Spoiler (click to show/hide)



Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Urist McDwarfFortress** on **June 03, 2013, 02:51:16 pm**

The Mad Fool:
Spoiler (click to show/hide)



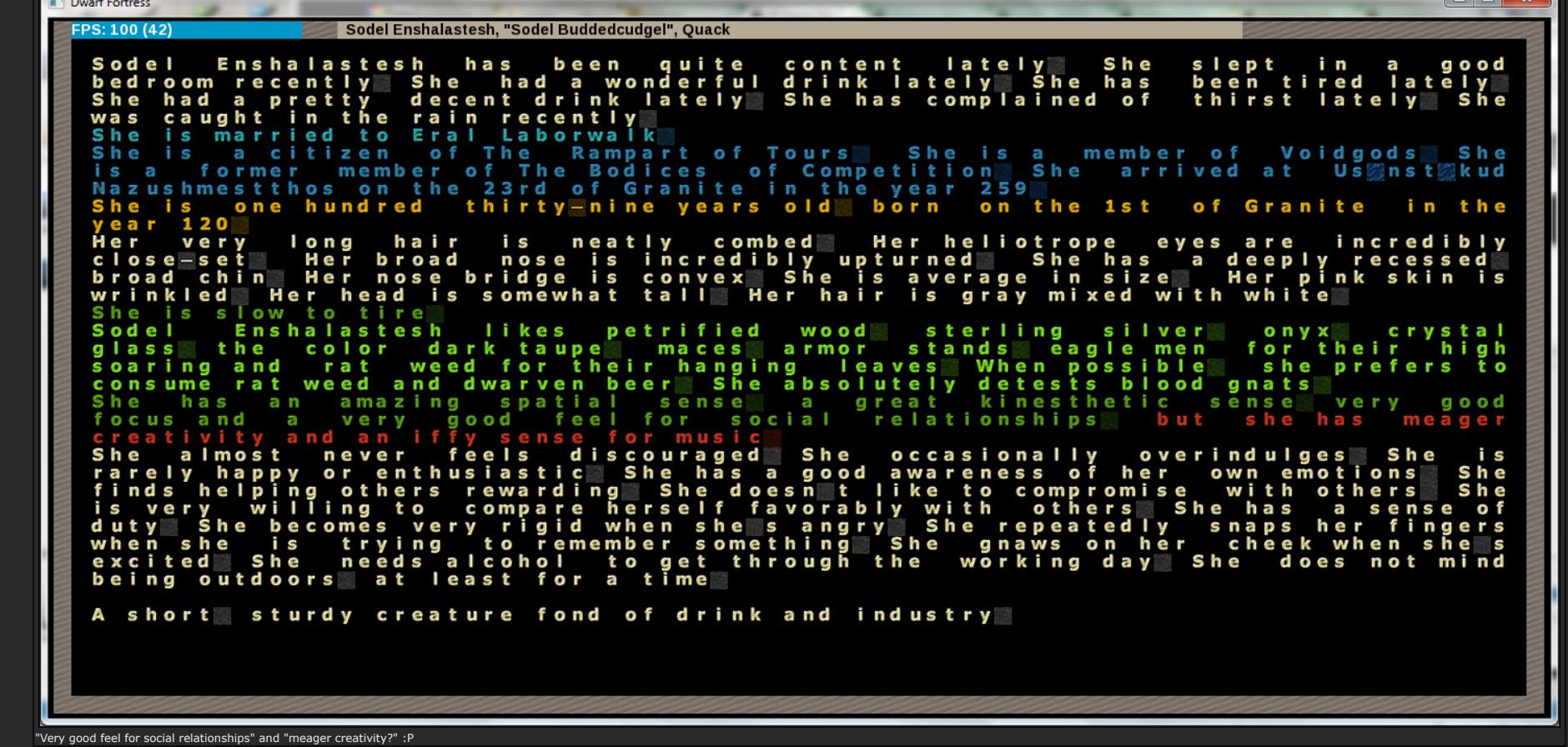
"Very good feel for social relationships" and "meager creativity?" :P

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **GentlemanRaptor** on **June 03, 2013, 03:30:54 pm**

Quote from: Urist McDwarfFortress on June 03, 2013, 02:51:16 pm

Quote from: GentlemanRaptor on June 03, 2013, 02:39:54 pm

The Mad Fool:
Spoiler (click to show/hide)



Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **Gentlefish** on **June 03, 2013, 04:10:26 pm**

I can hear his wretched singing as he tears through dwarves during "Surgery". It makes me cringe more than the dwarf screaming in unholy pain.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **kefkakrazy** on **June 03, 2013, 05:18:24 pm**

"Buddedcudgel?" Oh dear god.

SOMEONE FIND THAT FREAKING CRUTCH

I THINK IT'S ALIVE

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **The Mad Fool** on **June 03, 2013, 07:57:50 pm**

My favorite part is that "he" is now a "she". And married.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **AnimaRytak** on **June 03, 2013, 08:20:44 pm**

And old even by dwarven standards.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **GentlemanRaptor** on **June 03, 2013, 08:25:43 pm**

Oh, and guess who's the only ecstatic dwarf in the fort? It's Dortimus. Make of that what you will.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **Teh_Idort** on **June 03, 2013, 08:52:23 pm**

[Quote from: GentlemanRaptor on June 03, 2013, 08:25:43 pm](#)

Oh, and guess who's the only ecstatic dwarf in the fort? It's Dortimus. Make of that what you will.

Oh... you know... :)

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **StLeibowitz** on **June 03, 2013, 11:01:04 pm**

[Quote from: GentlemanRaptor on June 03, 2013, 08:25:43 pm](#)

Oh, and guess who's the only ecstatic dwarf in the fort? It's Dortimus. Make of that what you will.

It means the bastard stole the People's Rum. Pat him down and lock him up, and let's see how happy he is *then*.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **AnimaRytak** on **June 03, 2013, 11:09:29 pm**

[Quote from: StLeibowitz on June 03, 2013, 11:01:04 pm](#)

[Quote from: GentlemanRaptor on June 03, 2013, 08:25:43 pm](#)

Oh, and guess who's the only ecstatic dwarf in the fort? It's Dortimus. Make of that what you will.

It means the bastard stole the People's Rum. Pat him down and lock him up, and let's see how happy he is *then*.

TO THE BLOCK WITH HIM.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **Yuli Viasi** on **June 04, 2013, 12:55:04 pm**

So marksdwarves don't get to train inside the dangerroom?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **GentlemanRaptor** on **June 04, 2013, 02:17:55 pm**

[Quote from: Yuli Viasi on June 04, 2013, 12:55:04 pm](#)

So marksdwarves don't get to train inside the dangerroom?

They will, when I set up a proper schedule, but they can't practice archery in there very well. I'll have them train there in addition to archery practice.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **Blade Master Model 42** on **June 04, 2013, 02:37:16 pm**

[Quote from: GentlemanRaptor on June 04, 2013, 02:17:55 pm](#)

[Quote from: Yuli Viasi on June 04, 2013, 12:55:04 pm](#)

So marksdwarves don't get to train inside the dangerroom?

They will, when I set up a proper schedule, but they can't practice archery in there very well. I'll have them train there in addition to archery practice.

It'll make them stellar hammerdwarves for when they run out of bolts, at least.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **GentlemanRaptor** on **June 04, 2013, 07:35:15 pm**

Ooohkay. Anima, you know the fort better than I do right now. What do we need from the pointy-eared bastards trade-wise?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **wlerin** on **June 04, 2013, 07:40:59 pm**

Elf-bone.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **Lolfail0009** on **June 04, 2013, 08:37:49 pm**

On an unrelated note, happy first birthday DF2012!

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **StLeibowitz** on **June 04, 2013, 10:26:36 pm**

[Quote from: Lolfail0009 on June 04, 2013, 08:37:49 pm](#)
On an unrelated note, happy first birthday DF2012!

Don't worry, Toady will put you out of your misery soon!

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Lolfail0009** on **June 04, 2013, 11:16:13 pm**

[Quote from: StLeibowitz on June 04, 2013, 10:26:36 pm](#)
[Quote from: Lolfail0009 on June 04, 2013, 08:37:49 pm](#)
On an unrelated note, happy first birthday DF2012!

Don't worry, Toady will put you out of your misery soon!

Happiness, misery...
How fucked up is this community?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **AnimaRytak** on **June 05, 2013, 07:35:02 am**

We need elf blood.
Gallons of it.
Send in the void god!

Then we can take everything.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **GentlemanRaptor** on **June 05, 2013, 02:22:16 pm**

Roger wilco. We shall celebrate the birth of this game with sacrifice!

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **June 05, 2013, 02:37:54 pm**

[Quote from: Lolfail0009 on June 04, 2013, 11:16:13 pm](#)
[Quote from: StLeibowitz on June 04, 2013, 10:26:36 pm](#)
[Quote from: Lolfail0009 on June 04, 2013, 08:37:49 pm](#)
On an unrelated note, happy first birthday DF2012!

Don't worry, Toady will put you out of your misery soon!
Happiness, misery...
How fucked up is this community?
However much it needs to be.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Urist McDwarfFortress** on **June 05, 2013, 02:58:01 pm**

[Quote from: SanDiego on June 05, 2013, 02:37:54 pm](#)
[Quote from: Lolfail0009 on June 04, 2013, 11:16:13 pm](#)
Happiness, misery...
How fucked up is this community?
However much it needs to be.

Nah. We're way more fucked up than that!

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **GentlemanRaptor** on **June 05, 2013, 07:01:35 pm**

Excerpt from *To The Void And Back: The Saga of Deathgate and Murdermachines*

Early on the Second of Hematite, year 259, two elven traders came upon the Dwarven fortress of Murdermachines. Little did they know that they were approaching a fortress infested with the blackness of the Void. The inhabitants of the fortress had been possessed, their personalities subordinated to the souls of those from Deathgate the Doom-fortress. All new migrants, sooner or later, were consumed in this manner. The two elves, however, believed that Murdermachines was just a freshly-reclaimed Dwarven fortress, eager to trade. As they approached the fortress, they attracted the menacing glare of one who is now known only as "the Void God". Unnerved, they continued on past the heavy ballistae guarding the entrance and into the fortress proper. They set up their goods in the depot and waited for a trader to come and barter with them. Unbeknownst to them, as they entered the fortress the Void God followed behind. As they were waiting in the trade depot, they were attacked. The Void God set upon them with a rage, disemboweling and then shattering the skull of the first trader. The second trader turned to run, but was overtaken by the Void God. Analysis after the fact revealed that the merchant had his left foot, right leg, left hand, and right hand severed, in addition to grievous wounds inflicted to the stomach. The two traders vanquished, the Void God returned to his position at the entrance to the fortress and waited.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **kefkakrazy** on **June 05, 2013, 10:59:25 pm**

Void God don't give a damn. Void God chops off all four limbs then guts you before you hit the ground like it ain't no thang.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **AnimaRytak** on **June 06, 2013, 02:26:02 am**

[Quote from: GentlemanRaptor on June 05, 2013, 07:01:35 pm](#)
Excerpt from *To The Void And Back: The Saga of Deathgate and Murdermachines*
-snip-

I want to see this seen as a picture.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **tryrar** on **June 06, 2013, 03:11:10 am**

You do realize that having our military basically consist of one dorf at this time is a recipe for utter FUN right?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **GentlemanRaptor** on **June 06, 2013, 04:56:07 am**

[Quote from: tryrar on June 06, 2013, 03:11:10 am](#)
You do realize that having our military basically consist of one dorf at this time is a recipe for utter FUN right?
It's not just AnimaRytak. The other squads spend pretty much all their time in the danger room or the archery range. That's where 1st squad's barracks is. Anima was closest, and it was the most...theatrical. Also, I think it bears mentioning that he didn't really go straight back up to his station. He went for a beer first.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **AnimaRytak** on **June 06, 2013, 06:49:08 am**

The other dwarves could probably defend the fortress in the event of a siege consider there all mostly axe lords.
But the Void God could single handedly slaughter a voidspawn war battalion without a single scratch.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **peregarrett** on **June 06, 2013, 07:02:47 am**

Once a military is properly outfitted and trained, Void God can abandon his guardpost and reside at the secret temple section, locked from inside. Others dwarves are to bring sacrifices (booze, food and prisoners) for him.

Any avatar of God should know when to leave mortals up to their destiny.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **StLeibowitz** on **June 06, 2013, 09:08:32 am**

We *hope* he can slaughter a voidspawn war battalion without a single scratch, because the Void God being turned would probably be a disaster on the scale of Holistic Detective.

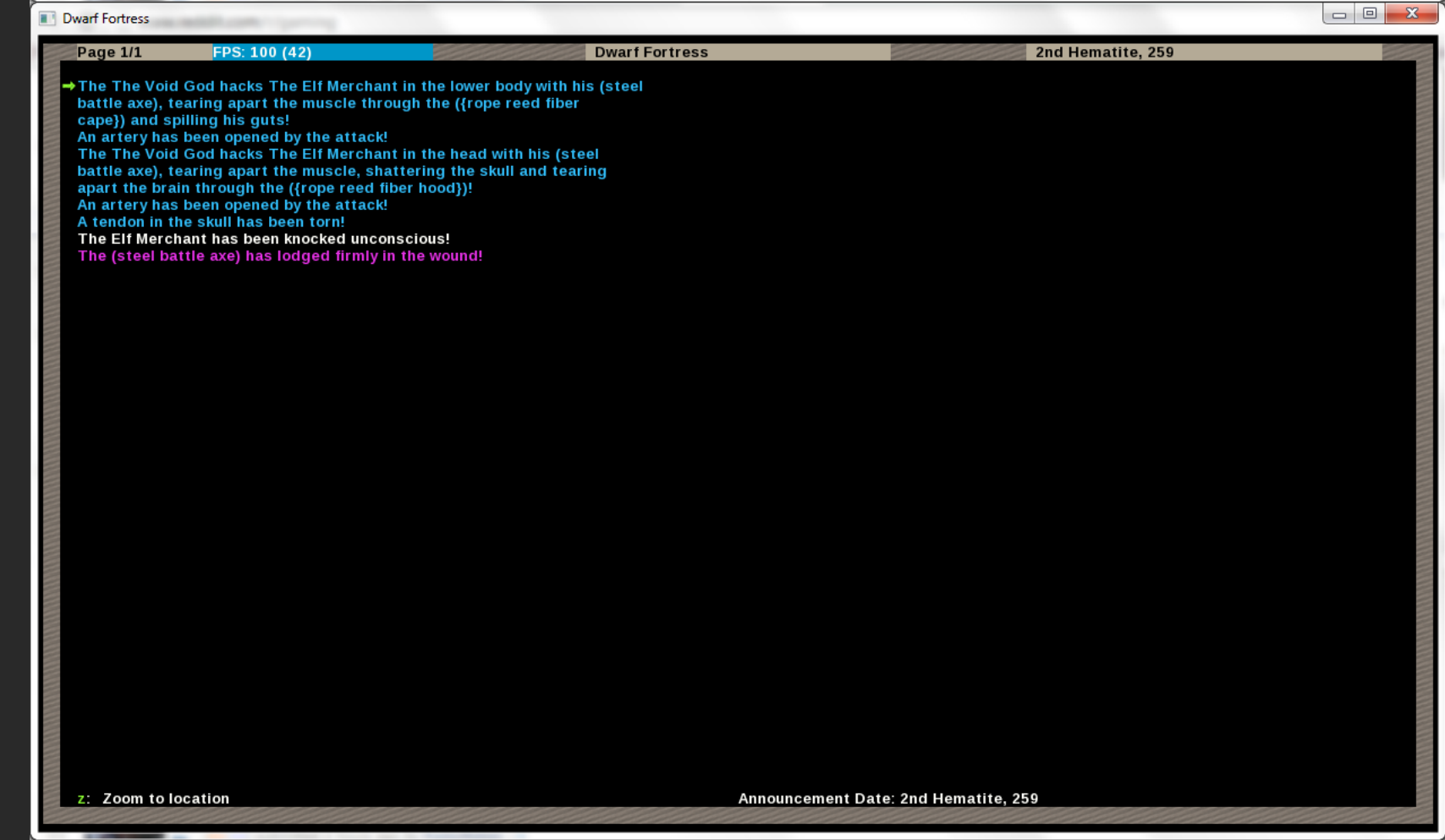
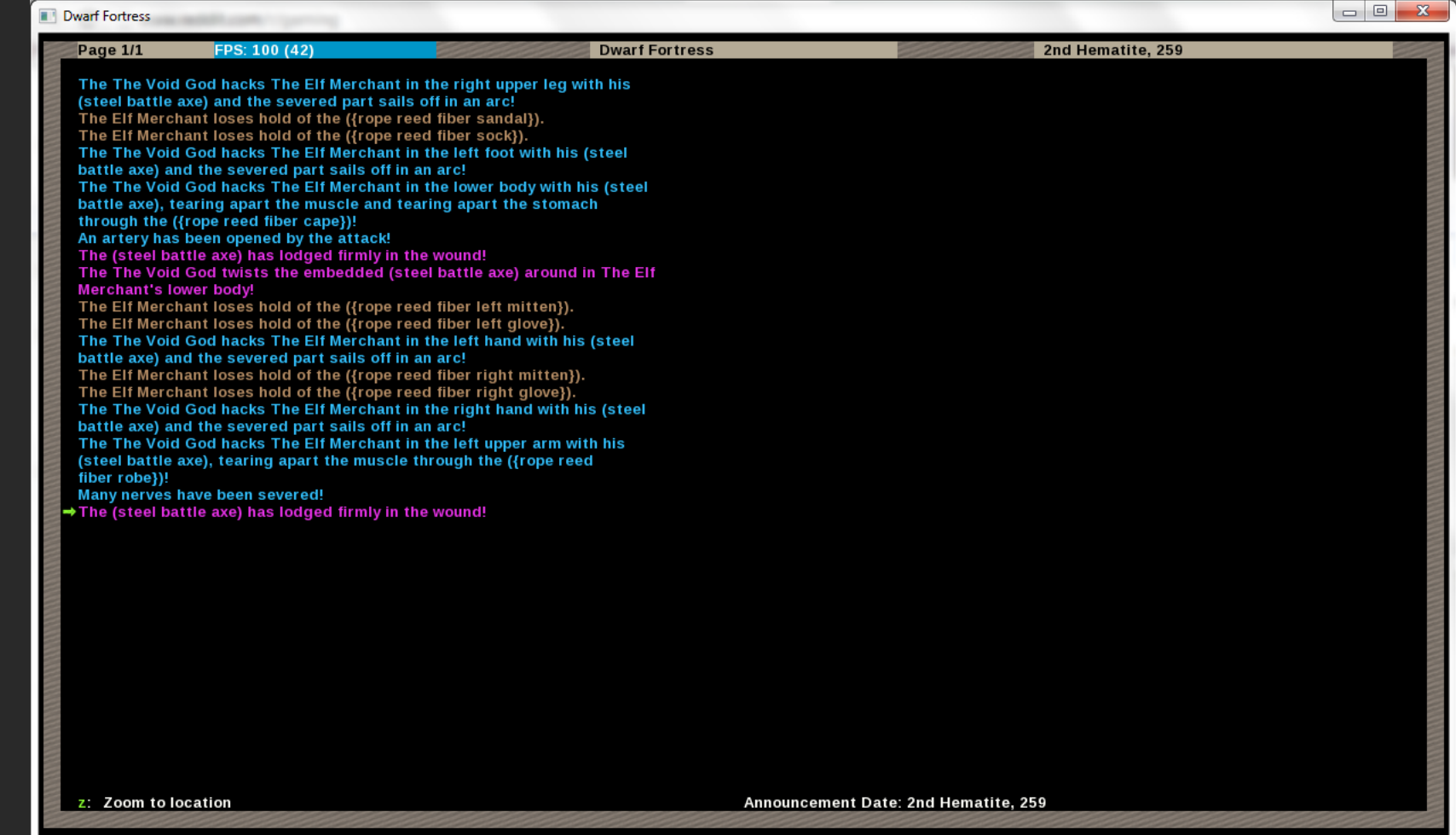
Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Urist Mc Dwarf** on **June 06, 2013, 01:38:46 pm**

I would love to see the combat reports from that

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **GentlemanRaptor** on **June 06, 2013, 02:20:10 pm**

From the elf-murder? Here you go:

[Spoiler](#) (click to show/hide)



Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **StLeibowitz** on **June 06, 2013, 03:20:16 pm**

...why was that elf wearing gloves AND mittens?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **The Mad Fool** on **June 06, 2013, 03:25:53 pm**

I am amused. The first thing the Void God did was knock his sock off. At the thigh.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Urist McDwarfFortress** on **June 06, 2013, 04:34:19 pm**

Socks and sandals... the Void God does not approve of the elf's fashion choice.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **AnimaRytak** on **June 07, 2013, 06:06:40 am**

Quote from: Urist McDwarfFortress on June 06, 2013, 04:34:19 pm
Socks and sandals... the Void God does not approve of the elf's fashion choice.

My thoughts exactly.

Elf got what he deserved.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Teh_Idort** on **June 07, 2013, 12:10:00 pm**

Quote from: Urist McDwarfFortress on June 06, 2013, 04:34:19 pm
Socks and sandals

BLOODY TOURISTS

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **peregarrett** on **June 07, 2013, 01:04:12 pm**

Lets throw elven sandals into siegers' faces next time! With steel minecart shotgun.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Urist McDwarfFortress** on **June 07, 2013, 01:14:10 pm**

Quote from: peregarrett on June 07, 2013, 01:04:12 pm
Lets throw elven sandals into siegers' faces next time! With steel minecart shotgun.
Tourist trap.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **The Mad Fool** on **June 07, 2013, 01:44:43 pm**

Quote from: Teh_Idort on June 07, 2013, 12:10:00 pm
BLOODY TOURISTS

Literally. They are literally covered and soaked in blood.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Vlasí** on **June 07, 2013, 02:52:14 pm**

Quote from: peregarrett on June 07, 2013, 01:04:12 pm
Lets throw elven sandals into siegers' faces next time! With steel minecart shotgun.
How many times did you ask for this? Three times?
You and me are taking our second turns after each other. If noone builds a minecart shotgun until then, I could help you construct one.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **kefkakrazy** on **June 07, 2013, 05:16:37 pm**

Quote from: Yuli Vlasí on June 07, 2013, 02:52:14 pm
Quote from: peregarrett on June 07, 2013, 01:04:12 pm
Lets throw elven sandals into siegers' faces next time! With steel minecart shotgun.
How many times did you ask for this? Three times?
You and me are taking our second turns after each other. If noone builds a minecart shotgun until then, I could help you construct one.

We haven't really had a whole lot of chance to build something as mechanically complex as a steel minecart shotgun, on account of getting nearly killed by voidspawn or the like every year or two.

Or.... or kobolds.

:-[

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Teh_Idort** on **June 07, 2013, 05:27:45 pm**

Quote from: peregarrett on June 07, 2013, 01:04:12 pm
Lets throw elven sandals into siegers' faces next time! With steel minecart shotgun.

Ok, Someone redorf me into an engineer and make me build this. Make sure you name me Ash Williams, Profession: Housewares

I shall make my boomstick, or I will die trying.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **GentlemanRaptor** on **June 07, 2013, 07:39:55 pm**

So, apparently, somewhere on the planet that Murdermachines is on, is a book titled "The Voidspawn For The Beginning Practitioner". This scares me somewhat. I only know this because it is engraved on an artifact copper breastplate.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Urist McDwarfFortress** on **June 07, 2013, 07:48:19 pm**

Quote from: GentlemanRaptor on June 07, 2013, 07:39:55 pm
So, apparently, somewhere on the planet that Murdermachines is on, is a book titled "The Voidspawn For The Beginning Practitioner". This scares me somewhat. I only know this because it is engraved on an artifact copper breastplate.
Sounds like AnimaRytak has been doing a little extra writing on the side...

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Krevsin** on **June 08, 2013, 12:09:40 am**

One question: Is it too late for me to ask for a turn? I'd love to take the fort for a spin (and subsequent probable destruction due to ineptitude), or am I too late and will the fort now belong to the more experienced players?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Lolfail0009** on **June 08, 2013, 02:51:34 am**

Quote from: Urist McDwarfFortress on June 07, 2013, 07:48:19 pm
Quote from: GentlemanRaptor on June 07, 2013, 07:39:55 pm
So, apparently, somewhere on the planet that Murdermachines is on, is a book titled "The Voidspawn For The Beginning Practitioner". This scares me somewhat. I only know this because it is engraved on an artifact copper breastplate.
Sounds like AnimaRytak has been doing a little extra writing on the side...

"Dear Diary
Today I ripped apart a voidspawn drone. It exploded in a shower of blood and gore. It was so beautiful, it made me feel like a princess!
~AnimaRytak
P.S. Fuck you Diary."

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **AnimaRytak** on **June 08, 2013, 04:00:39 am**

Quote from: Lolfail0009 on June 08, 2013, 02:51:34 am
Quote from: Urist McDwarfFortress on June 07, 2013, 07:48:19 pm
Quote from: GentlemanRaptor on June 07, 2013, 07:39:55 pm
So, apparently, somewhere on the planet that Murdermachines is on, is a book titled "The Voidspawn For The Beginning Practitioner". This scares me somewhat. I only know this because it is engraved on an artifact copper breastplate.
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~AnimaRytak
P.S. Fuck you Diary."

Oh god I lol'd.

Krevsin added to the overseer list.

Lastly, music for the voidgod (http://www.youtube.com/watch?v=W3DO1UYhr_Y).

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Lolfail0009** on **June 08, 2013, 04:19:00 am**

Quote from: AnimaRytak on June 08, 2013, 04:00:39 am
Quote from: Lolfail0009 on June 08, 2013, 02:51:34 am
Quote from: Urist McDwarfFortress on June 07, 2013, 07:48:19 pm
Quote from: GentlemanRaptor on June 07, 2013, 07:39:55 pm
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~AnimaRytak
P.S. Fuck you Diary."

Oh god I lol'd.

Krevsin added to the overseer list.

Lastly, music for the voidgod (http://www.youtube.com/watch?v=W3DO1UYhr_Y).

This also suits him quite well, I feel. (<http://www.youtube.com/watch?v=zEOqF3LisCY>)

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Krevsin** on **June 08, 2013, 04:19:46 am**

Excellent, I shall ~~plan out the massacring of the populæe~~ train my Dwarf Fortress skills.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Vlasí** on **June 08, 2013, 09:50:49 am**

Quote from: Krevsin on June 08, 2013, 04:19:46 am
Excellent, I shall ~~plan out the massacring of the populæe~~ train my Dwarf Fortress skills.
I bet half of the DF player's first thought upon reading this is 'Where's the difference?'.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **xSkeletalx** on **June 08, 2013, 10:13:17 am**

Quote from: Lolfail0009 on June 08, 2013, 02:51:34 am
Quote from: Urist McDwarfFortress on June 07, 2013, 07:48:19 pm
Quote from: GentlemanRaptor on June 07, 2013, 07:39:55 pm
So, apparently, somewhere on the planet that Murdermachines is on, is a book titled "The Voidspawn For The Beginning Practitioner". This scares me somewhat. I only know this because it is engraved on an artifact copper breastplate.
Sounds like AnimaRytak has been doing a little extra writing on the side...
"Dear Diary
Today I ripped apart a voidspawn drone. It exploded in a shower of blood and gore. It was so beautiful, it made me feel like a princess!
~AnimaRytak
P.S. Fuck you Diary."

awesome...!

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **tryrar** on **June 08, 2013, 02:19:31 pm**

I was referring to the (admittedly unlikely) event of the Void God hilariously getting bitten by a voidspawn and turning on the fort >:D

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **GentlemanRaptor** on **June 08, 2013, 05:43:32 pm**

Okay. Summer update is almost ready, but meanwhile, know this: AnimaRytak's dorf's title is "The Foggy Book of Maws". Doesn't that sound just lovely?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **kefkakrazy** on **June 08, 2013, 06:28:40 pm**

Gah, I forgot about this formality, but please add me back onto the overseer list for a point at which we get done with new people turns and start moving on to second turns.

YES YOU HEARD ME, I'M NOT DONE LOSING YET

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Teh_Idort** on **June 08, 2013, 08:40:47 pm**

Quote from: kefkakrazy on June 08, 2013, 06:28:40 pm
YES YOU HEARD ME, I'M NOT DONE LOSING YET

(Queue evil laughter)

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Krevsin** on **June 10, 2013, 09:53:12 am**

Murdermachines is many things.

Being on the second page is not one of them.

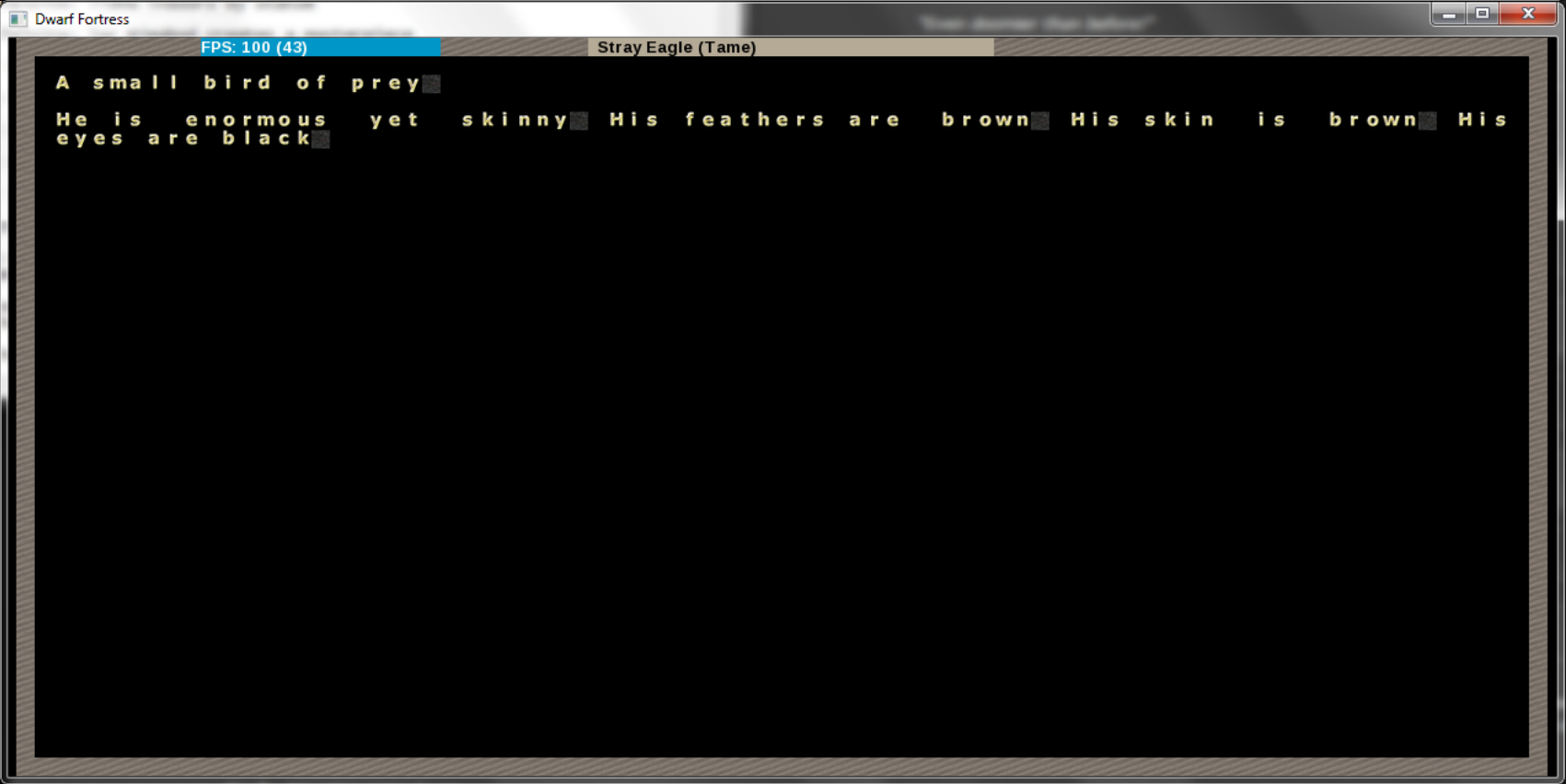
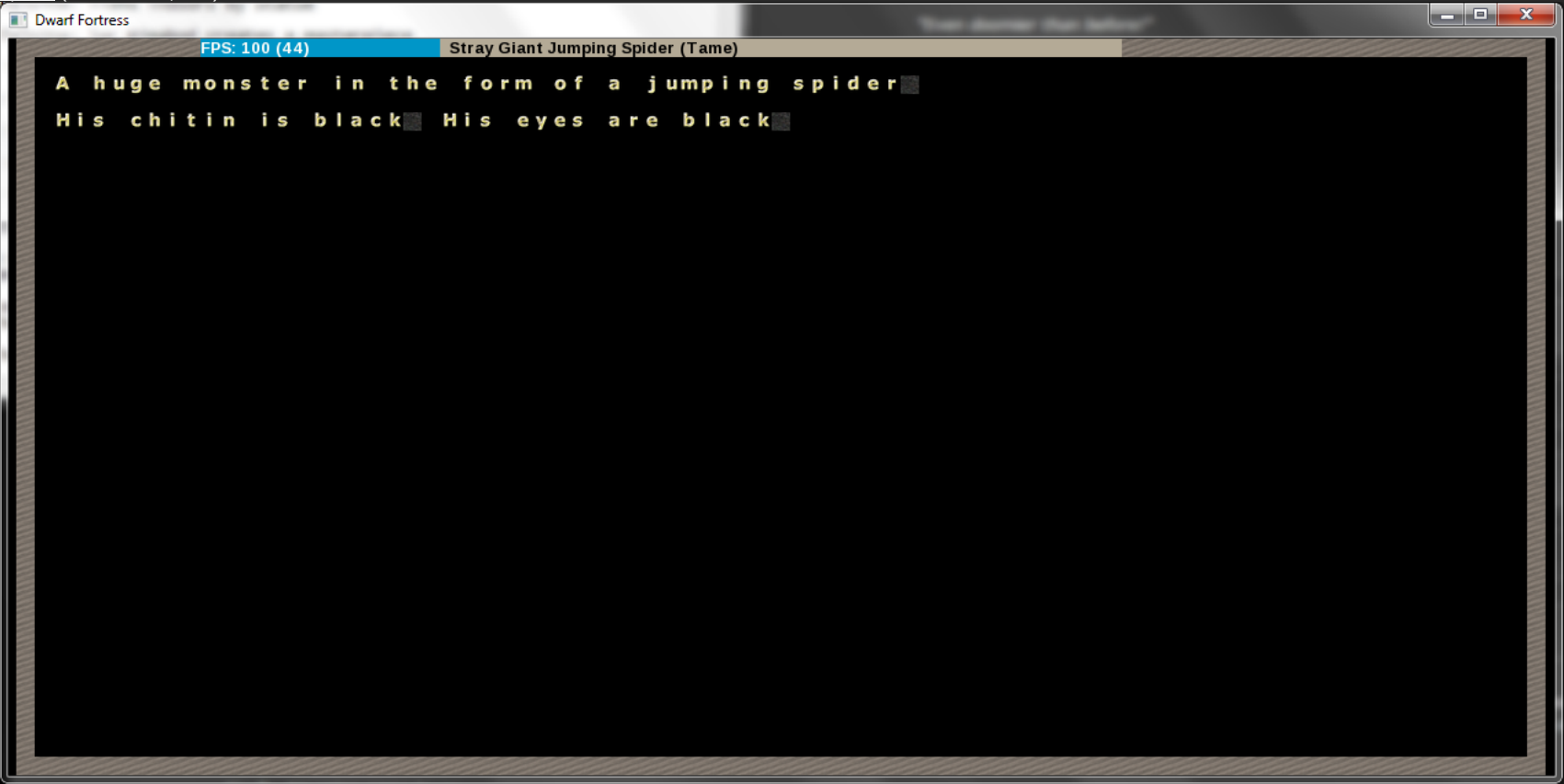
Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **GentlemanRaptor** on **June 10, 2013, 01:12:39 pm**

Sorry, sorry. I'll have the update up today, and the rest within the week.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **GentlemanRaptor** on **June 10, 2013, 04:58:42 pm**

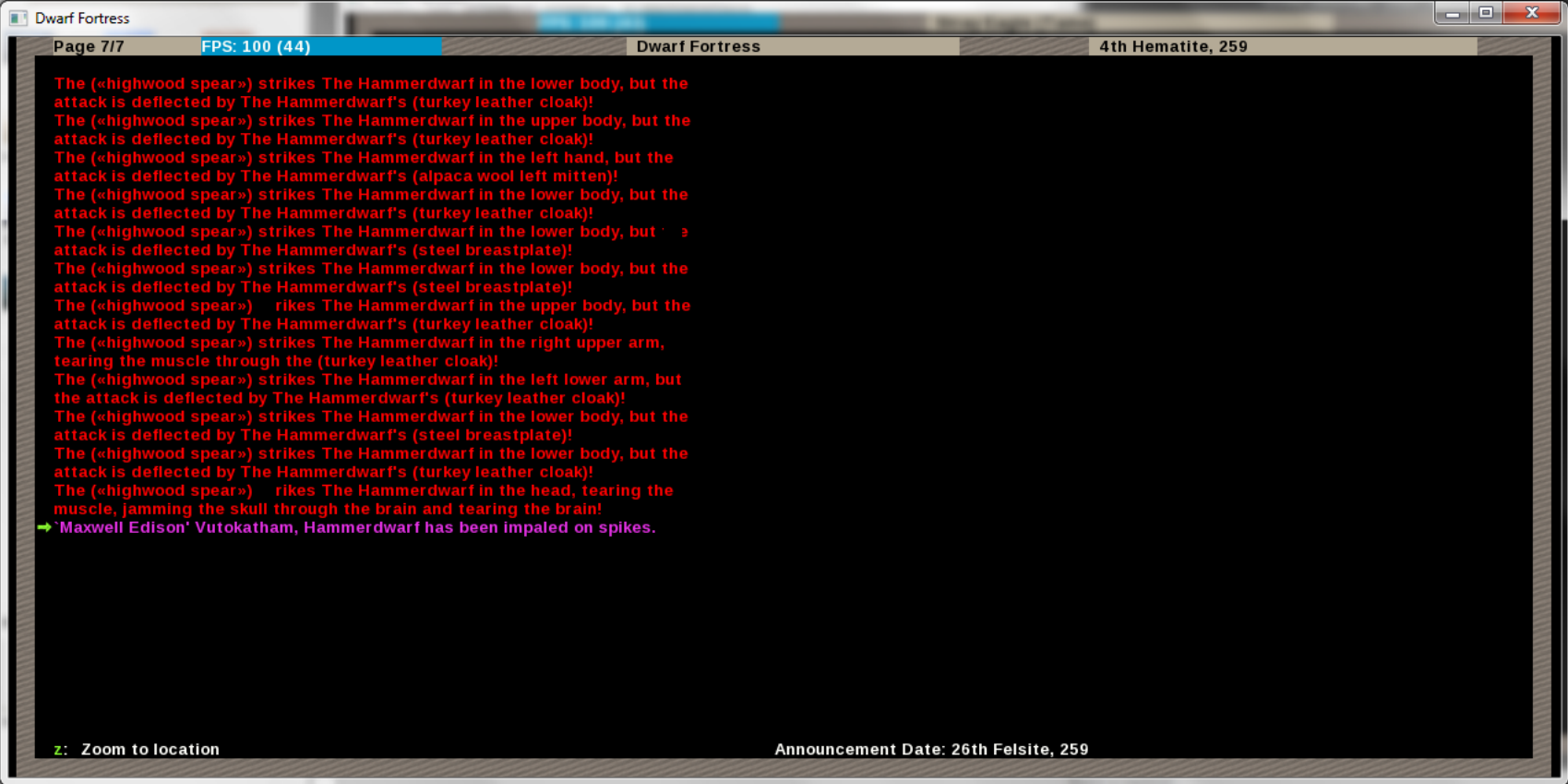
Journal of Raptor, Overseer of Murdermachines Reclamation Force

2nd Hematite
Well, I had a look at what our elven friends had the decency not to get too much blood on, and I found these two:
[Spoiler](#) (click to show/hide)



What the hell are we supposed to do with them? I guess we could set them up linked to pressure plates to be released as a trap, but everyone around here is too busy. Maybe the next poor sod to run this place will do something about it.

4th Hematite
Oh shit. I went down to the danger room today to train, and, when I walked in, I saw the dead body of Maxwell Edison. Apparently he'd been lying there since Felsite, when one of those spears jammed his skull into his brain. That was unpleasant to look at. I need someone to haul the body, before it begins to rot.
[Spoiler](#) (click to show/hide)



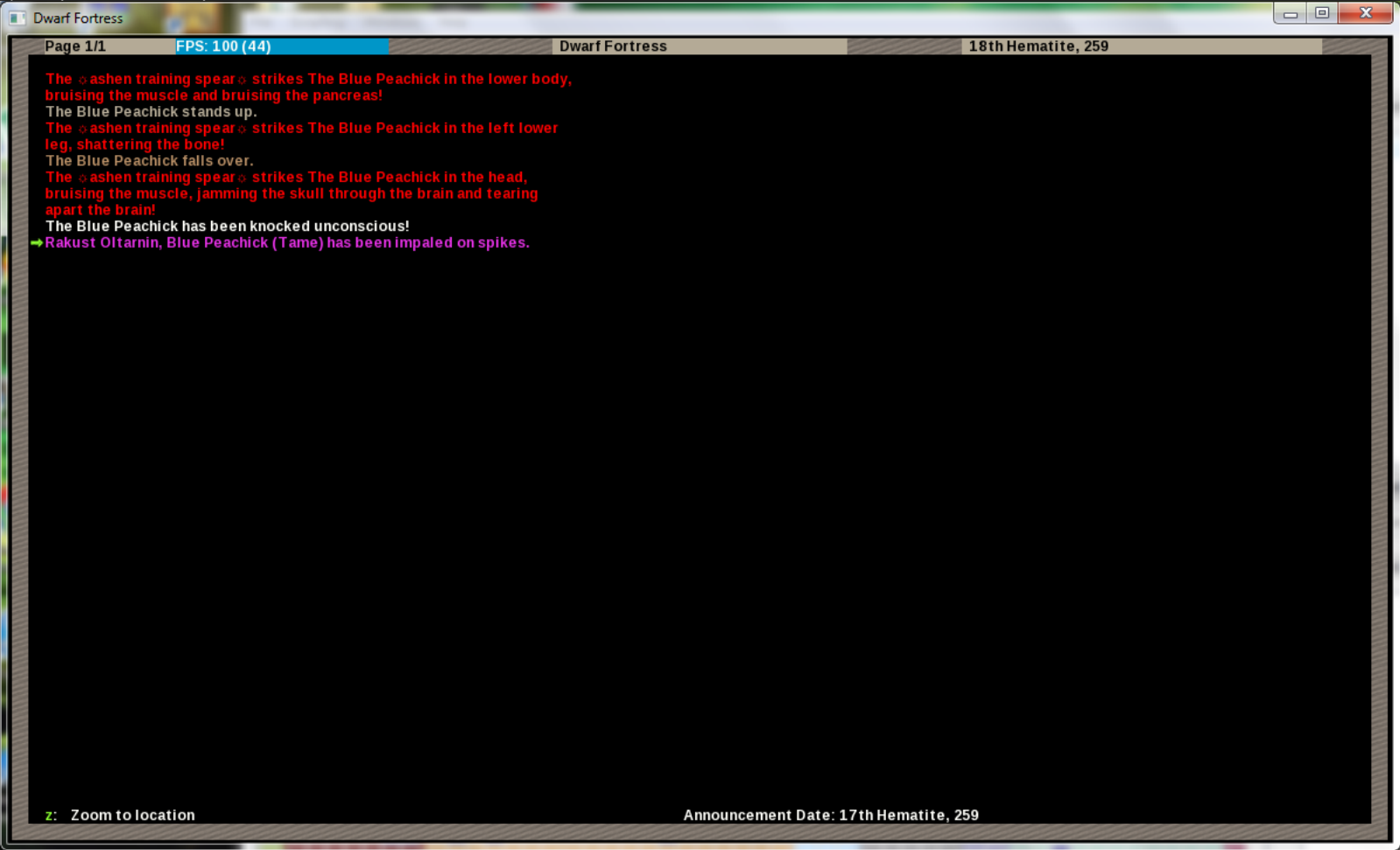
8th Hematite

The Mad Fool came up to me in the hallway today, and asked if he could be the Chief Medical Dwarf. I almost said no, but then I realized that if he was in charge of the hospital then any "experiments" he performed would get cleaned up faster by the medical staff, and he wouldn't be tempted to use me as a test subject. He claimed that his current body (which is a woman, by the way) is a great diagnostician, but I'm skeptical. After I appointed him, he ran away, looking for a lab coat.

17th Hematite

Gah! I told the idiots to keep the door tightly closed, but did they listen? Nooo. A blue peachick got into the danger room today, and was promptly impaled. I hope nobody liked the damned thing.

[Spoiler \(click to show/hide\)](#)



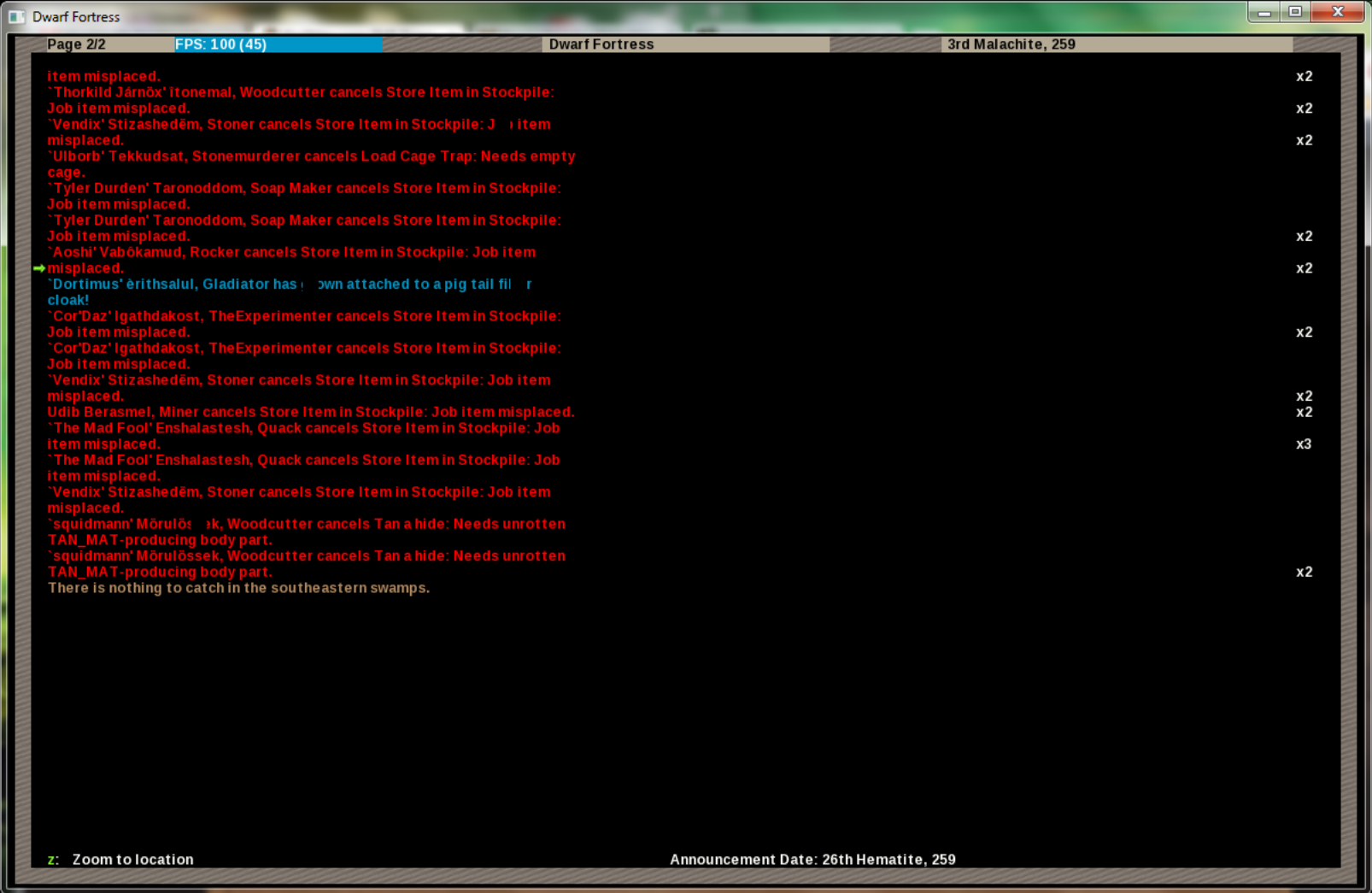
25th Hematite

Oh Armok save us. I was looking at the artifacts in the fortress, and one depicts a book entitled "The Voidspawn For The Beginning Practitioner". I really hope that book doesn't exist, or else we're gonna be in a world of pain.

26th Hematite

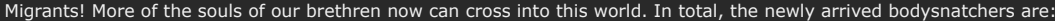
Dortimus has grown attached to his cloak! Fetishist.

[Spoiler \(click to show/hide\)](#)



Over the course of the last few days, Prosnoorkius has become a mace lord, Tryrar has become a swordmaster, and SanDiego has become a hammer lord. Our military is shaping up!

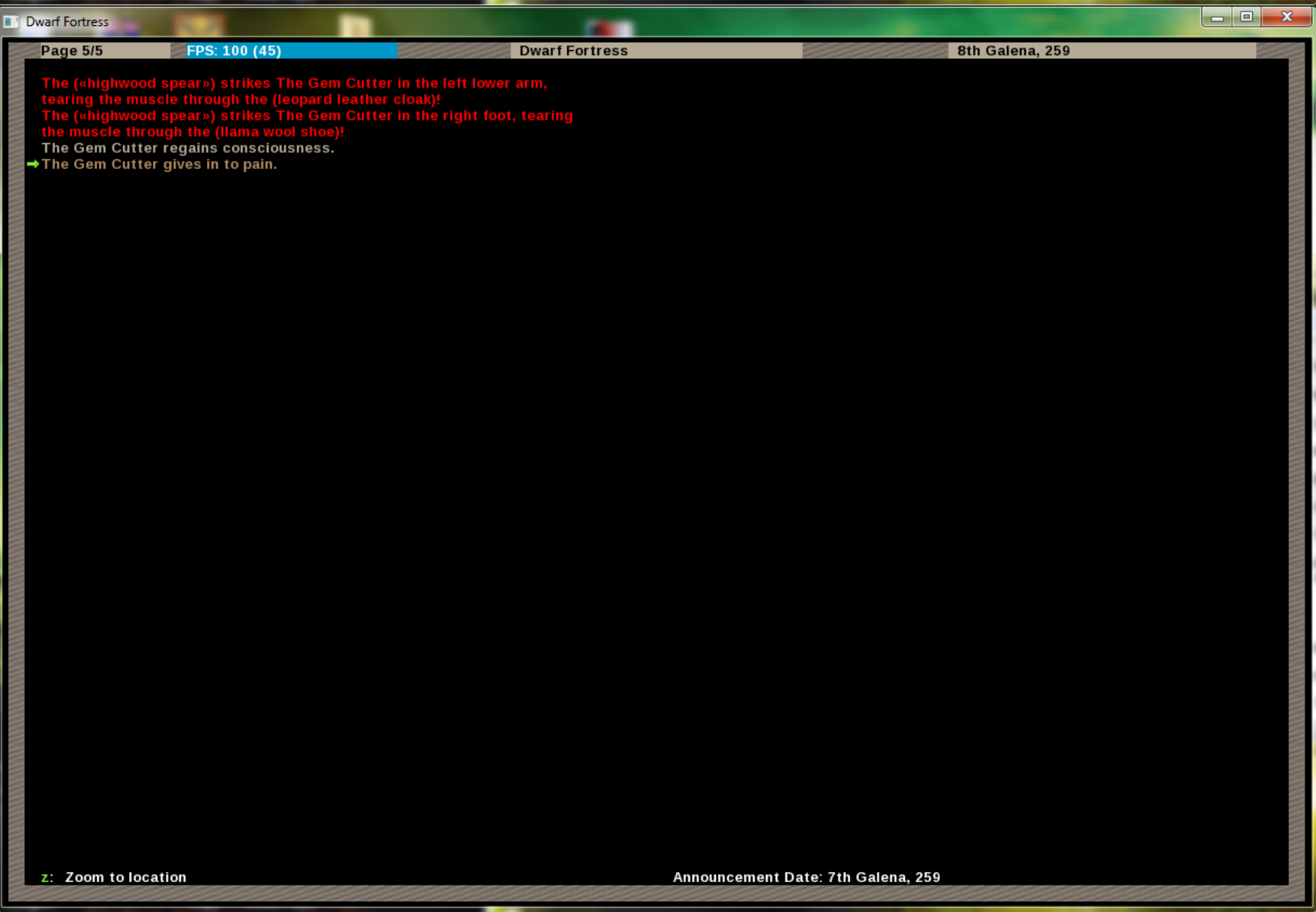
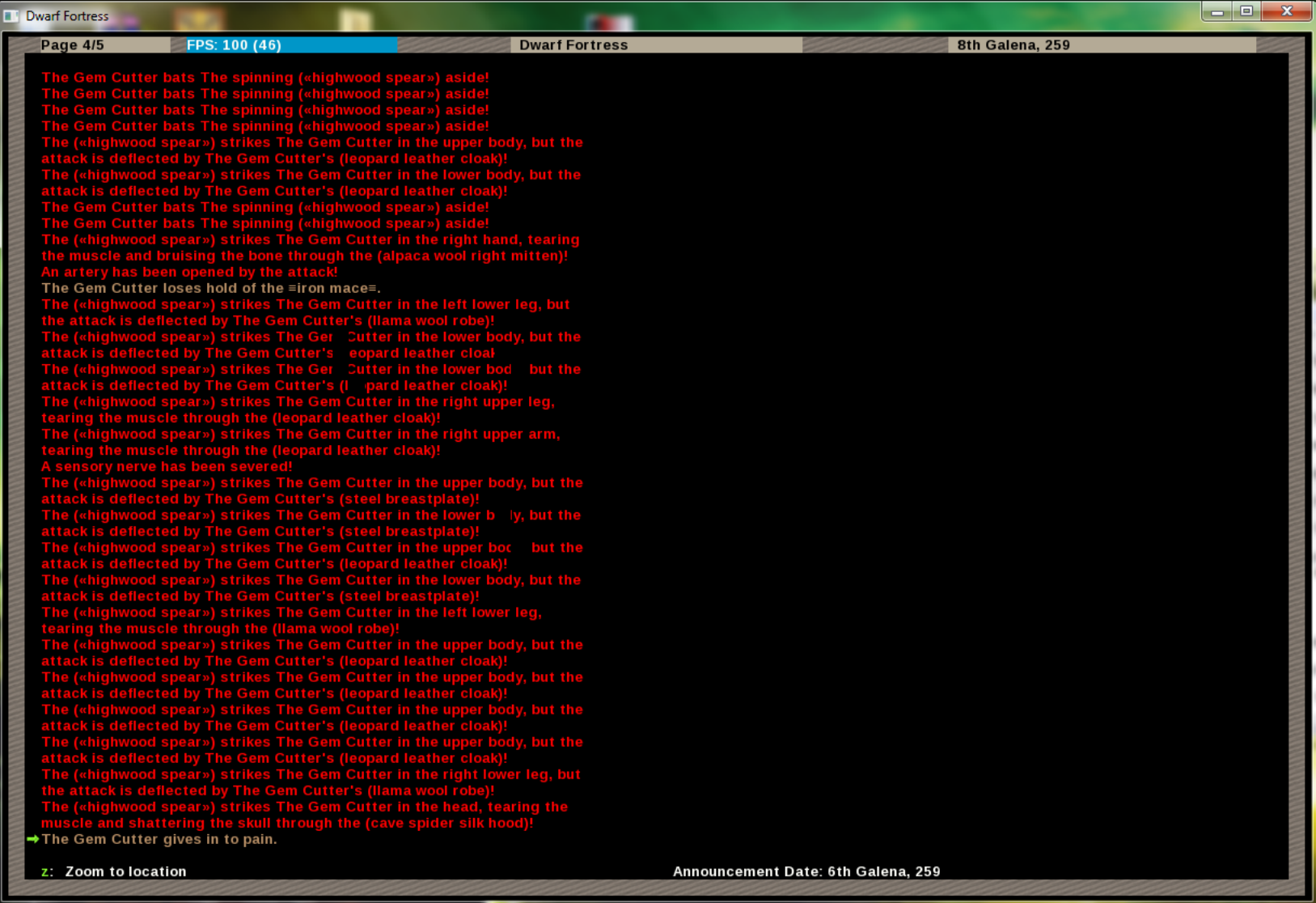
Spoiler (click to show/hide)



2nd Galena
Scaliper has become a spearmaster! He seemed so happy when I talked to him.

Tryrar has grown attached to a larch short sword. This isn't good. He can't use a wooden sword forever...

Oh shit. Shitshitshit.
Spoiler (click to show/hide)



Prosnorkulus is injured. Dammit, where is The Mad Fool when you need him?

10th Galena
Prosnorkulus is in the hospital, and out of danger, thankfully. I just hope he gets treated soon. An attack could happen at any time.
[Spoiler](#) (click to show/hide)



15th Galena
So, I was heading down to train in the danger room, and I heard a scream. I went to check it out, and I saw the ghost of noodle0117, standing over the still-warm corpse of our manager! I ran for the masons straight away, to see if anyone could make a slab, but they are all of on other work or in the military. Shit.

20th Galena
Kobolds showed up today. I was going to send out the Void God to handle them, but then an Olm Man chased them off the premises!
[Spoiler](#) (click to show/hide)

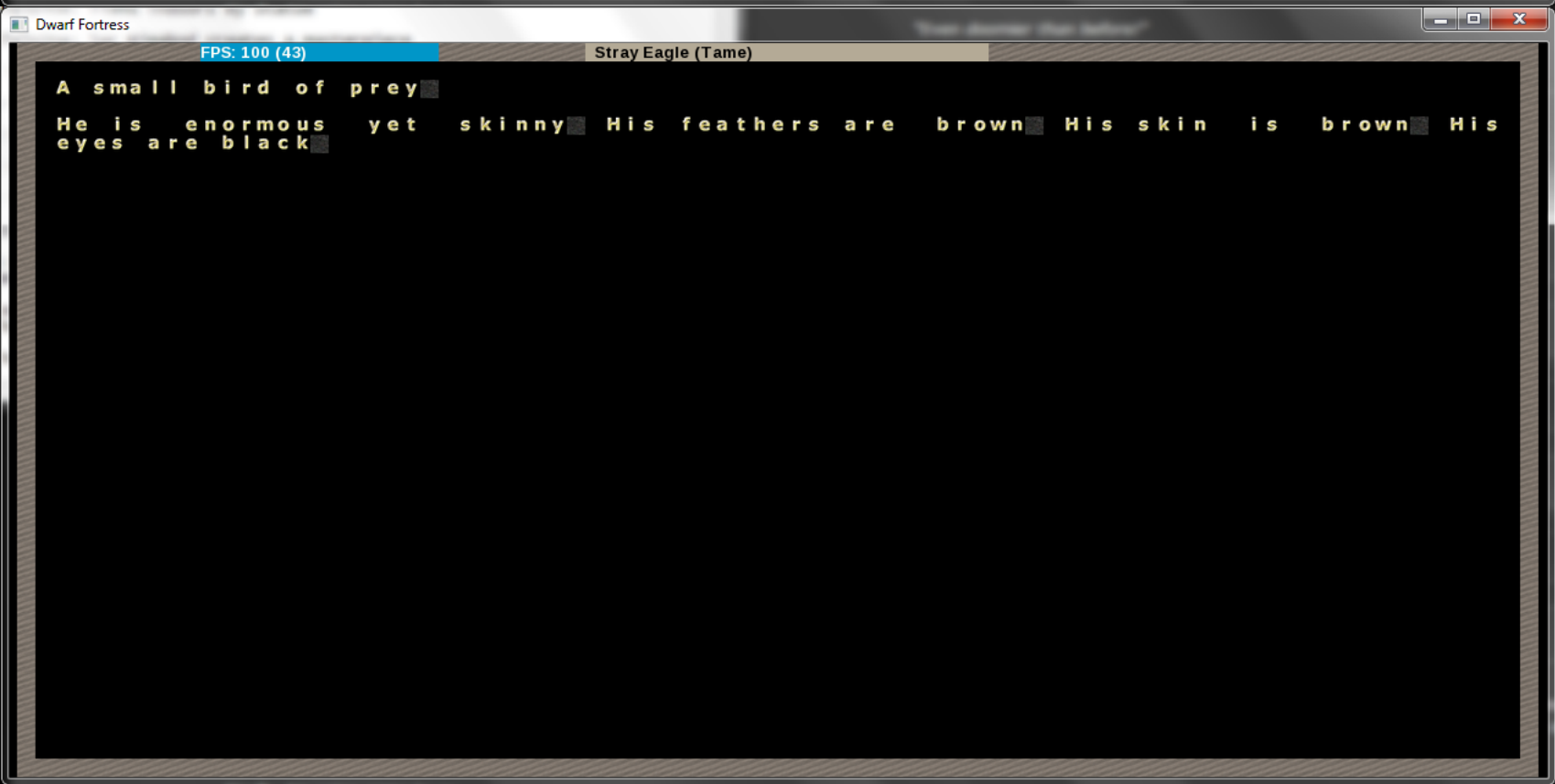
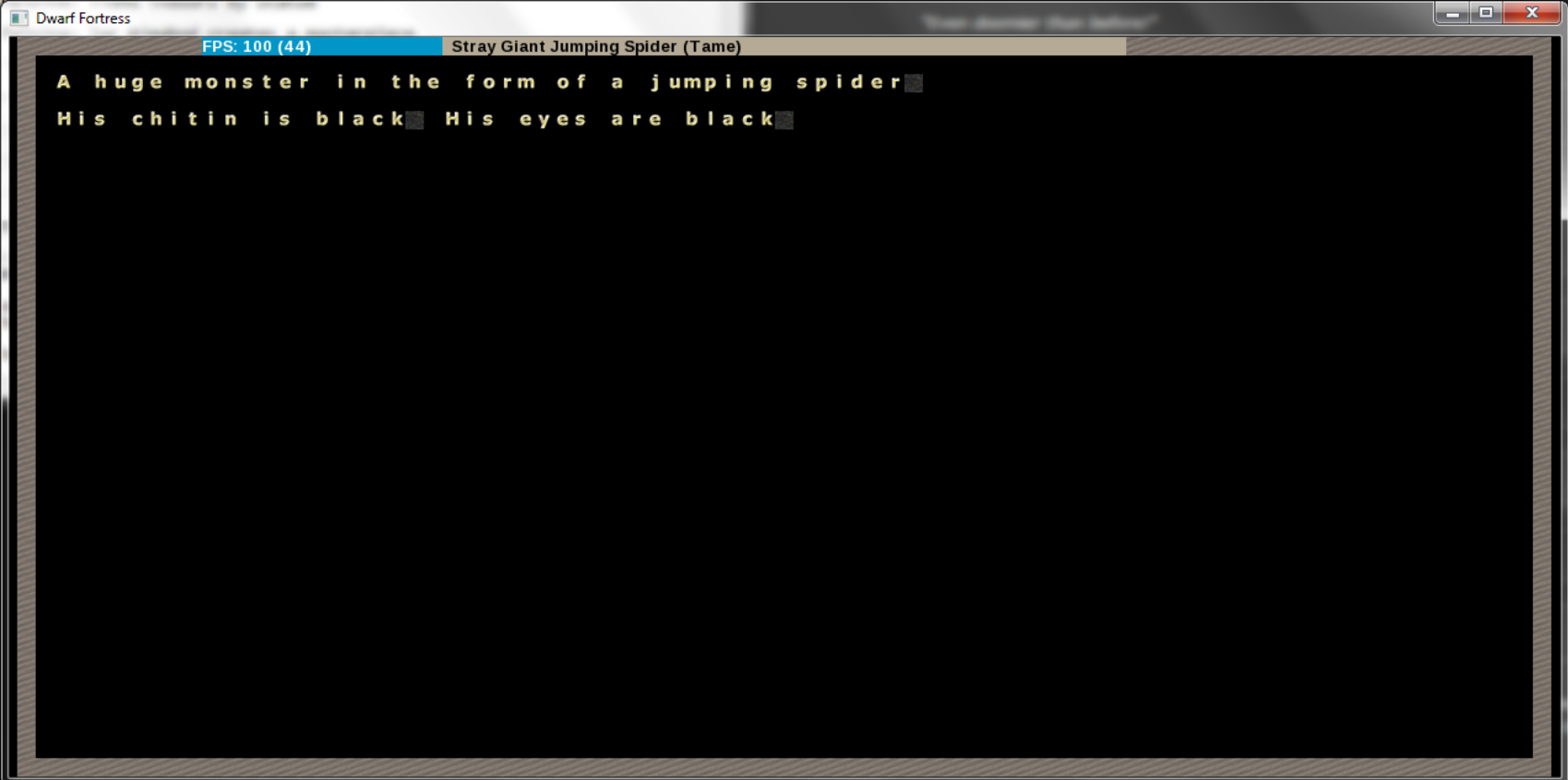


OOC: And such ends Summer. I was really not expecting noodle's ghost to come back and start killing people, but I've learned my lesson.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Urist McDwarfFortress** on **June 10, 2013, 05:43:17 pm**

Quote from: GentlemanRaptor on June 10, 2013, 04:58:42 pm

Well, I had a look at what our elven friends had the decency not to get too much blood on, and I found these two:
[Spoiler](#) (click to show/hide)



Oooo! A giant spider! Free sil- WHAT!?! "Jumping spider?" No web? Kill the useless abomination! Burn it with fire!

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Urist Mc Dwarf** on **June 10, 2013, 06:35:55 pm**

Yes, i've been dorfed!!!!!!!!!!!!!! When do I die?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **GentlemanRaptor** on **June 10, 2013, 07:56:58 pm**

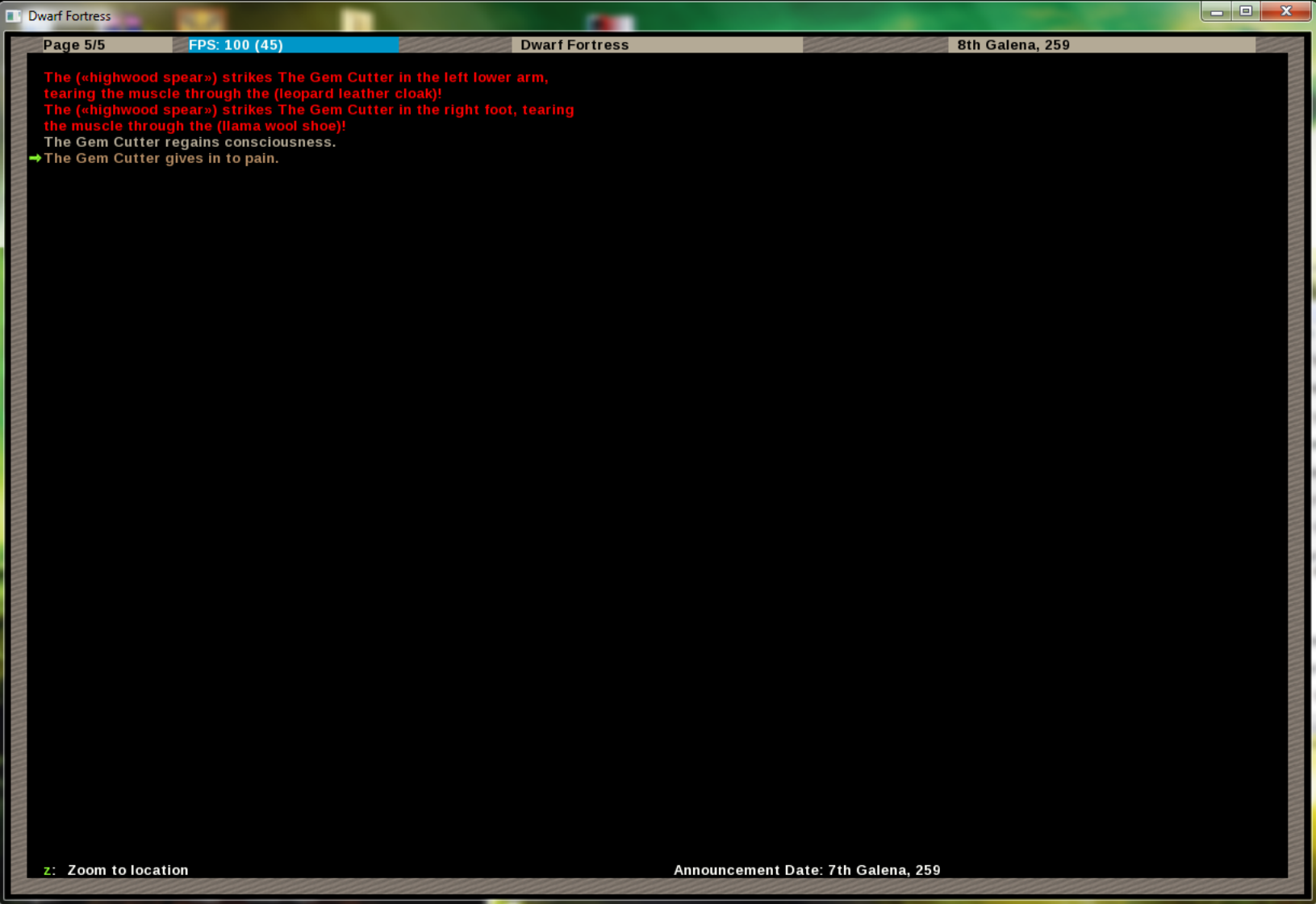
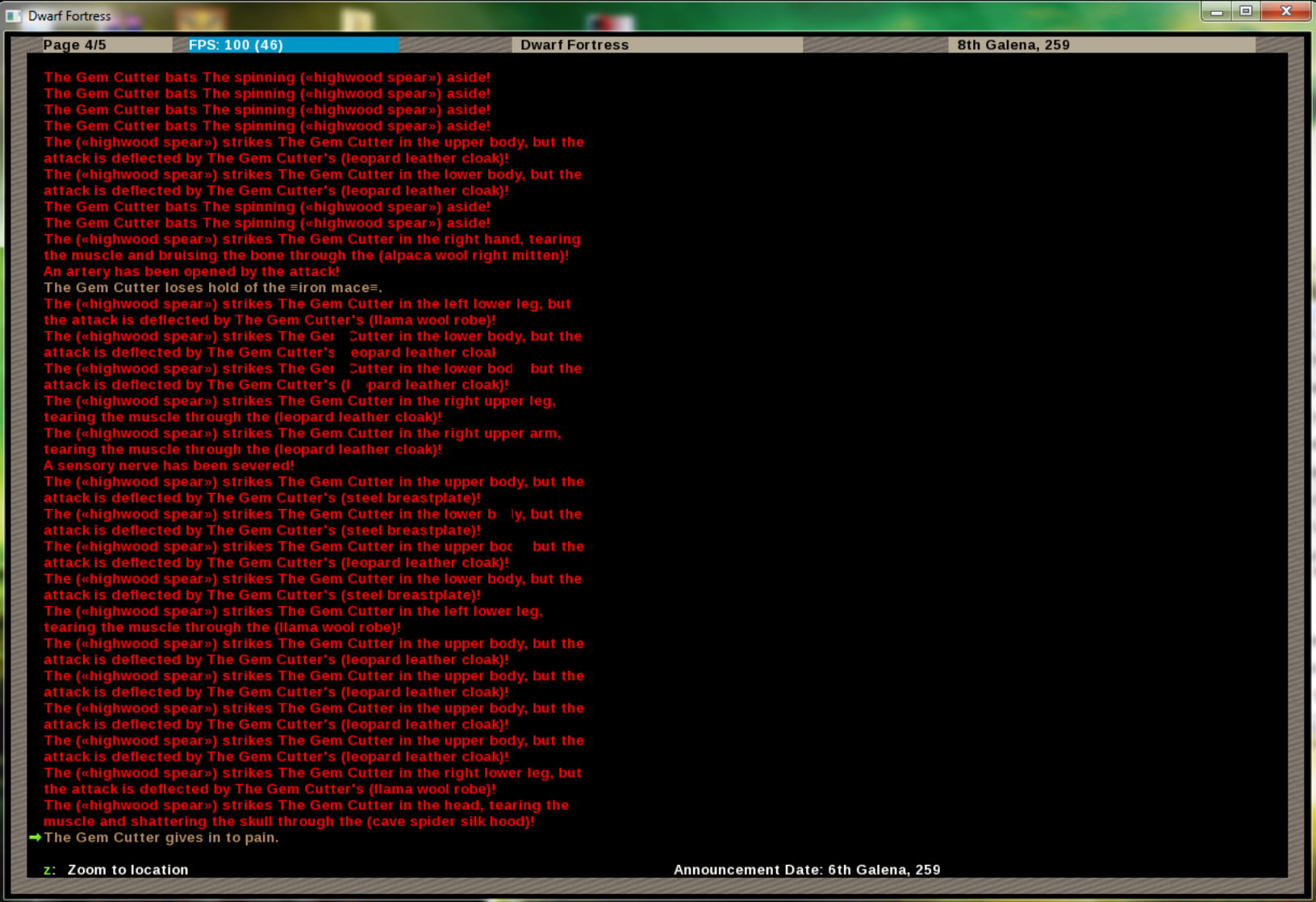
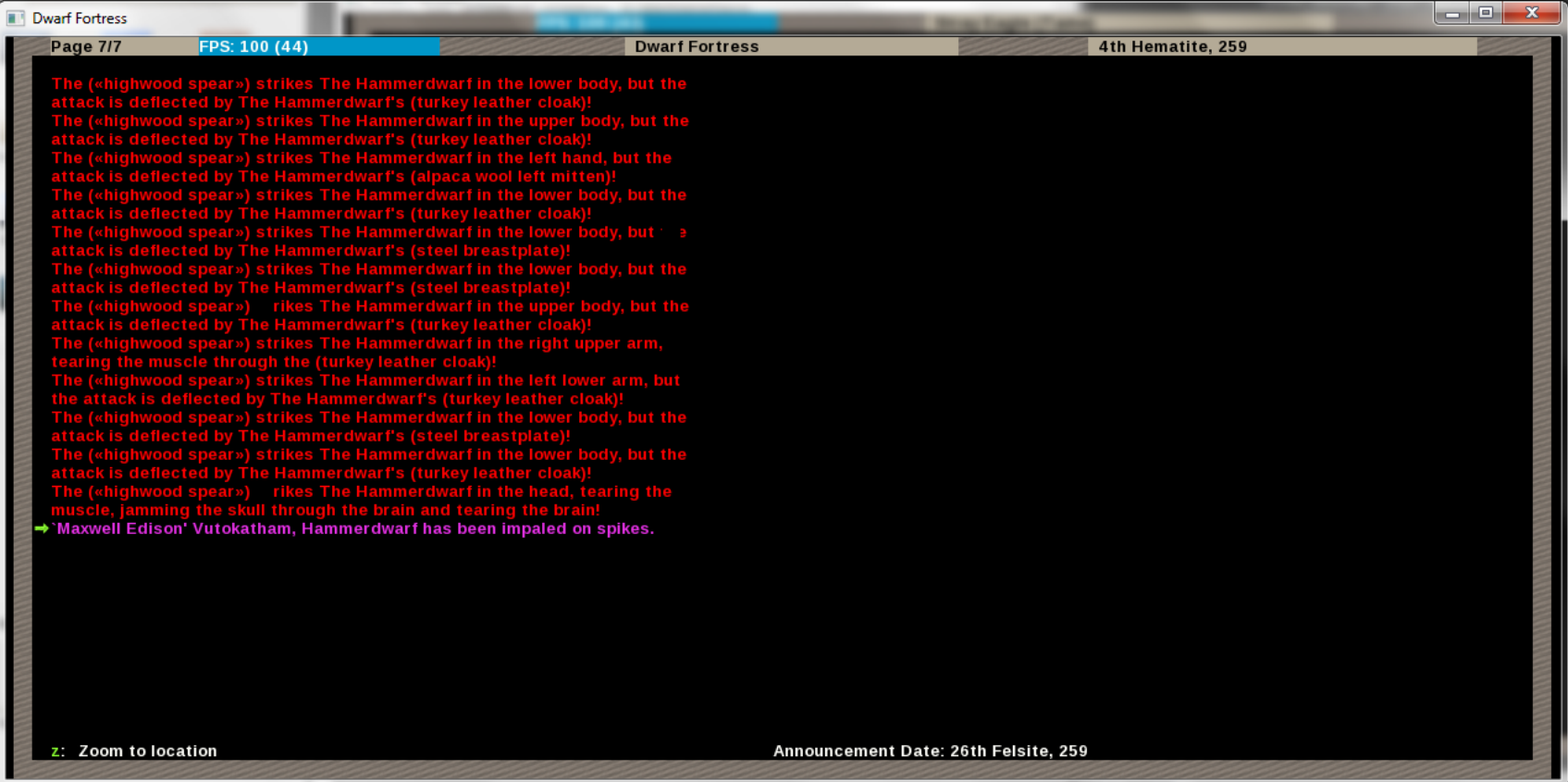
Quote from: Urist Mc Dwarf on June 10, 2013, 06:35:55 pm
Yes, i've been dorfed!!!!!!!!!!!!!! When do I die?
Since these forts tend to be the incarnations of anyone can die (<http://tvtropes.org/pmwiki/pmwiki.php/Main/AnyoneCanDie>), I would say odds are good that you will die within an in-game year or two.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **StLeibowitz** on **June 10, 2013, 10:16:10 pm**

I think the danger room is leaning a bit towards the "execution chamber" end of the room-of-spikes spectrum. Might want to make fixing that a priority...

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **peregarrett** on **June 10, 2013, 11:00:08 pm**

Quote from: GentlemanRaptor on June 10, 2013, 04:58:42 pm
[Spoiler](#) (click to show/hide)



That's not training spear made by some friendly dorf! That's battle spear of elven creation, that's why it tends to kill everyone!

So, let me sum it up - we got training room that randomly maims and kills its users, in addition to any animal stupid enough to venture in; Noodle has returned and is killing everyone he can lay his hands on and Mad Fool is chief medical dwarf.
Rock on, Murdermachines.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **peregarrett** on **June 11, 2013, 06:39:33 am**

... what if we let Void God into it?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **The Mad Fool** on **June 11, 2013, 09:12:46 am**

Quote from: SanDiego on June 11, 2013, 05:34:42 am
So, let me sum it up - we got training room that randomly maims and kills its users, in addition to any animal stupid enough to venture in; Noodle has returned and is killing everyone he can lay his hands on and Mad Fool is chief medical dwarf.
Rock on, Murdermachines.

I love how The Mad Fool being chief medical dwarf is a calamity on par with a murderous ghost and repeated impalings.

Also, I *like* that the danger rooms periodically kills someone! How else can it weed out the weak and unworthy?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **StLeibowitz** on **June 11, 2013, 09:43:22 am**

Quote from: The Mad Fool on June 11, 2013, 09:12:46 am
Also, I *like* that the danger rooms periodically kills someone! How else can it weed out the weak and unworthy?

I was under the impression that the whole point of the danger room was to take the weak and unworthy and make them *less* weak and unworthy, so the voidspawn would then weed out the inferior. You don't get a hell of a lot of use out of minions when the standard training regimen outputs quadriplegics.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Krevsin** on **June 11, 2013, 10:25:04 am**

Quote from: The Mad Fool on June 11, 2013, 09:12:46 am
Also, I *like* that the danger rooms periodically kills someone! How else can it weed out the weak and unworthy?
Murdermachines or: How I Stopped Worrying and Learned To Love the Danger Room.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **June 11, 2013, 11:38:39 am**

Quote from: StLeibowitz on June 11, 2013, 09:43:22 am
You don't get a hell of a lot of use out of minions when the standard training regimen outputs quadriplegics.
Unless you load the quadriplegics into catapults and fire them on the enemy.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Krevsin** on **June 11, 2013, 11:43:39 am**

Quote from: SanDiego on June 11, 2013, 11:38:39 am
Quote from: StLeibowitz on June 11, 2013, 09:43:22 am
You don't get a hell of a lot of use out of minions when the standard training regimen outputs quadriplegics.
Unless you load the quadriplegics into catapults and fire them on the enemy.
Someone, make this a thing. use Minecarts.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Urist McDwarfFortress** on **June 11, 2013, 12:35:45 pm**

No no no. The purpose of danger rooms is actually to weed out the *unlucky*!

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **StLeibowitz** on **June 11, 2013, 01:22:02 pm**

Quote from: SanDiego on June 11, 2013, 11:38:39 am
Quote from: StLeibowitz on June 11, 2013, 09:43:22 am
You don't get a hell of a lot of use out of minions when the standard training regimen outputs quadriplegics.
Unless you load the quadriplegics into catapults and fire them on the enemy.

And now I have the urge to draw something but have no paper available. Thanks for that :(

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **GentlemanRaptor** on **June 11, 2013, 06:11:28 pm**

Excerpt from *To The Void And Back: The Saga of Deathgate and Murdermachines*

On the 28th of Galena, year 259, a kobold thief was spotted in Murdermachines.
Spoiler (click to show/hide)



It is believed that the thief only got through because the Void God was off getting a beer.
Spoiler (click to show/hide)



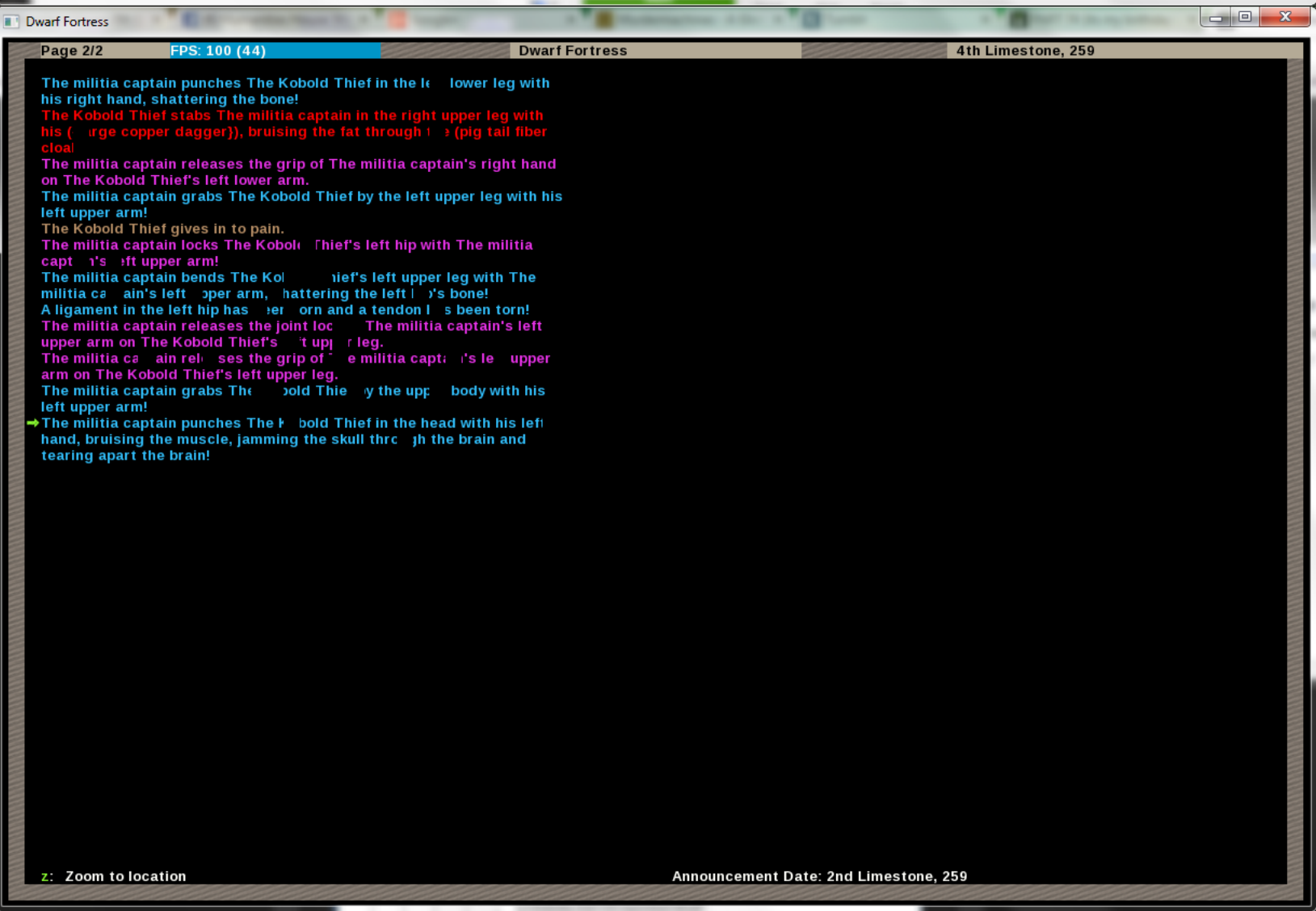
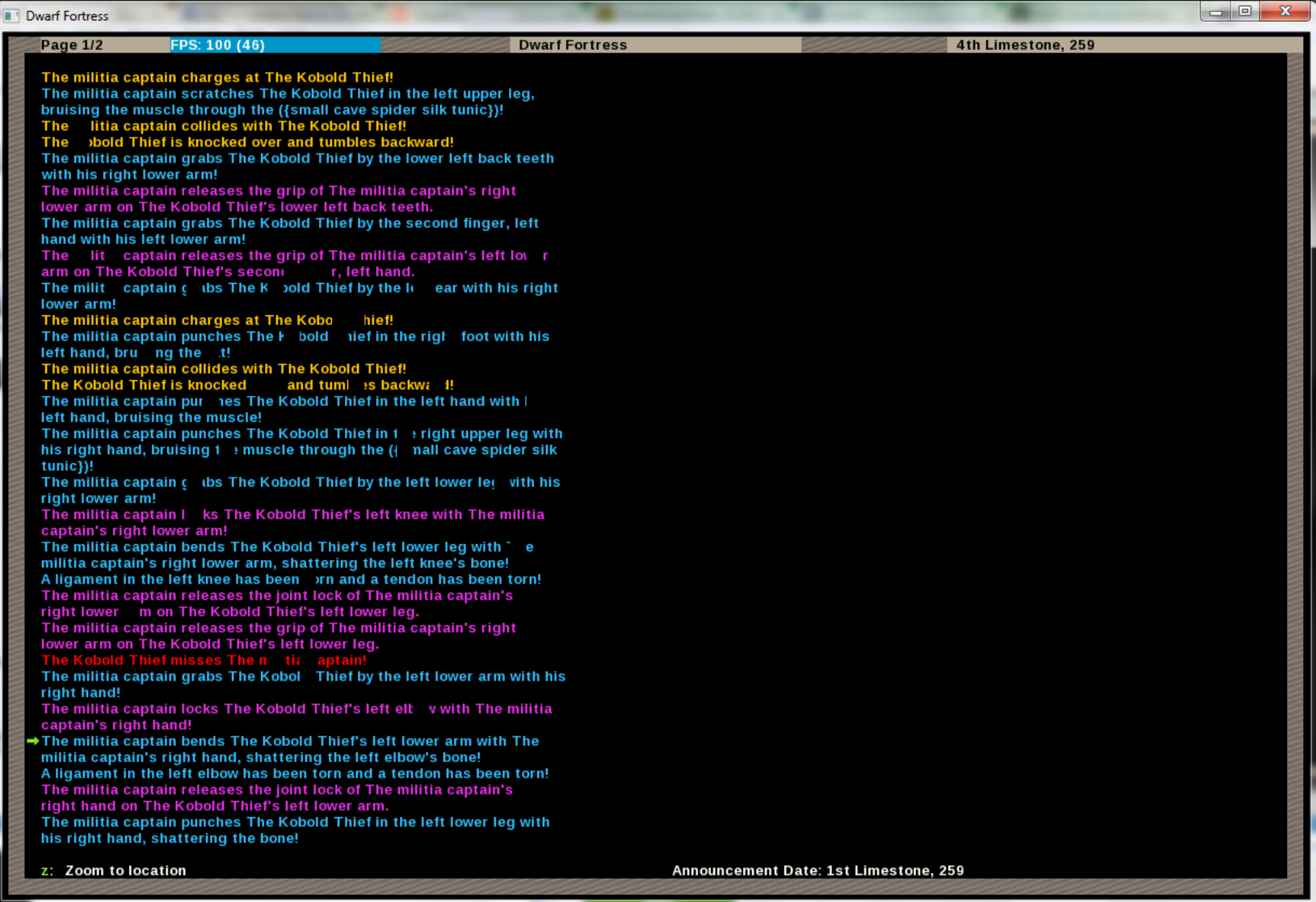
The kobold swiftly left the fortress after it was discovered, to what it believed was safety and freedom. It thought wrong. The militia was scrambling, although not nearly quickly enough, but fortress overseer Raptor had one card left up his sleeve. squidmann was out cutting wood near the escape route of the kobold. He was swiftly conscripted and ordered to attack.

[Spoiler \(click to show/hide\)](#)



He proceeded to drop his axe and charge the kobold, eventually punching the kobold in the head so hard that he tore apart its brain.

[Spoiler \(click to show/hide\)](#)



OOO: Squidmann is a badass versus kobolds in hand-to-hand combat. I thought he would use his axe, but I guess he wanted to end his life personally.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **squiddwarf16** on **June 11, 2013, 06:54:50 pm**

Awesome! I'm helping! Hey kobold! Let me AXE you a question! (Would have been better if I had actually used my axe... I've been punny today...)

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **peregarrett** on **June 12, 2013, 04:53:43 am**

Badass.
Squidmann:
- A KOBOLD?! Now you pay for what your kind made to this place!!! *throws away his axe and beats the shit out of 'bold* I! DONT! NEED! AXE! TO! SMASH! YOU!!! *final blow into it's head, head explodes*

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Chimpanzee** on **June 12, 2013, 05:11:04 am**

Magnificant. We've died to them, Squidmann kills them. Don't let him die to some troglodytes.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Krevsin** on **June 12, 2013, 09:05:10 am**

Finally, the sweet taste of revenge.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Urist Mc Dwarf** on **June 12, 2013, 02:44:06 pm**

So who dies next?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **renegadelobster** on **June 12, 2013, 07:03:03 pm**

The military is usually a good bet, but now... maaaybe not?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **June 13, 2013, 05:58:00 am**

Yes. Military is usually a good bet, thus I say it will be a potash maker.

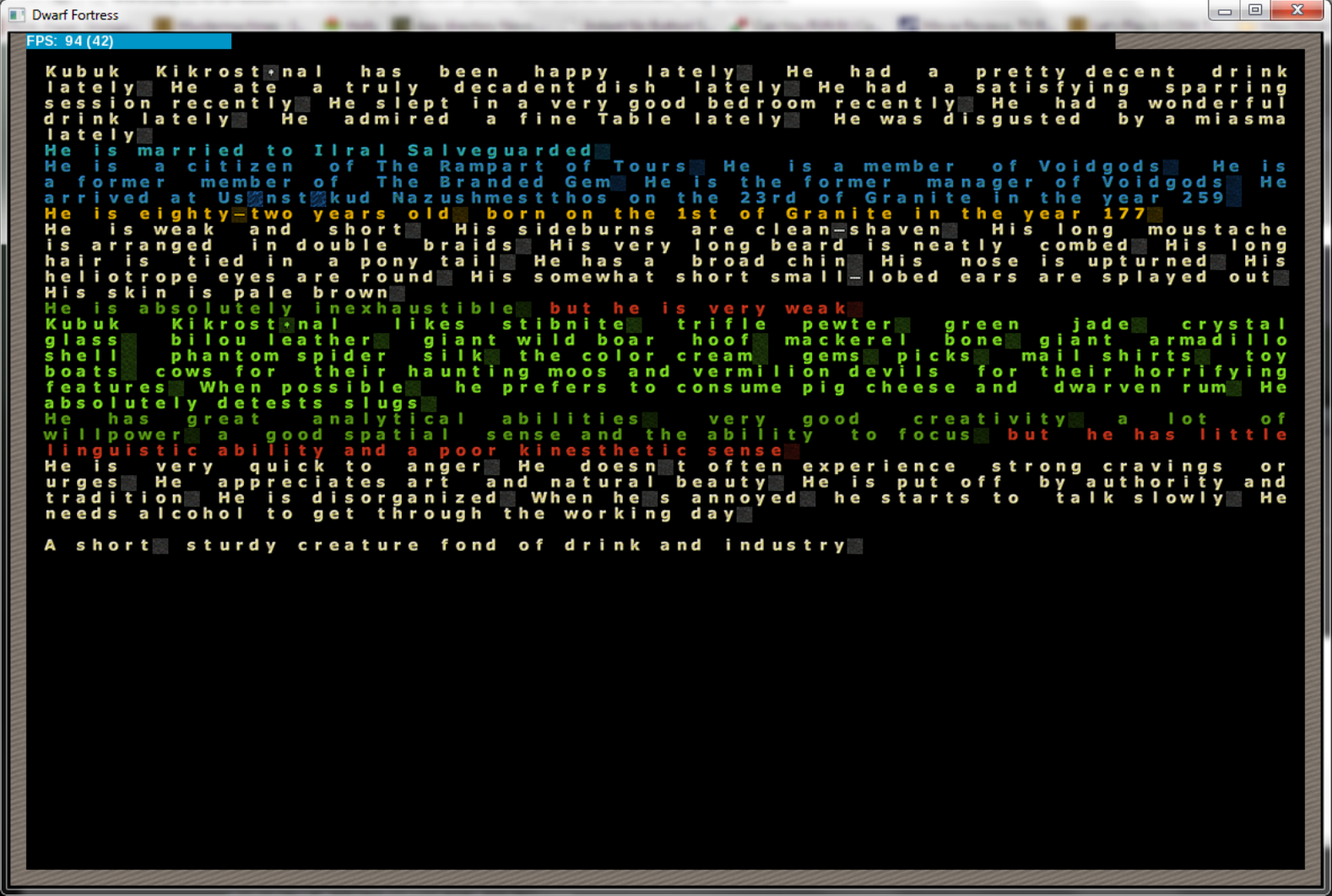
(Do we have one?)

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Urist Mc Dwarf** on **June 13, 2013, 06:54:14 am**

oh, can I see my dwarf's stuff like profile please?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **GentlemanRaptor** on **June 13, 2013, 03:14:38 pm**

Sure.
[Spoiler](#) (click to show/hide)

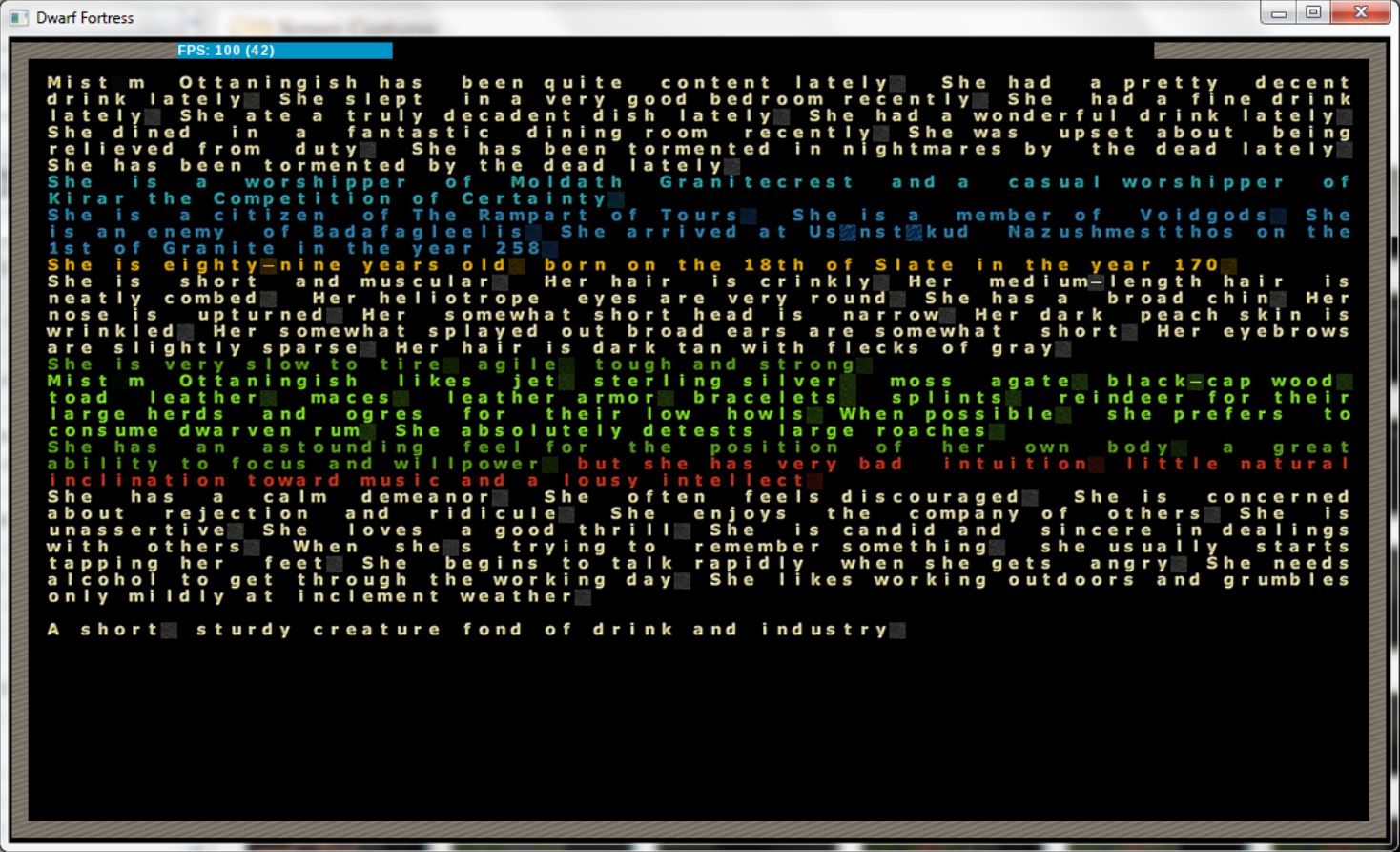


Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **NRDL** on **June 14, 2013, 01:56:29 am**

May I see my dorf's profile too, please?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **GentlemanRaptor** on **June 14, 2013, 08:36:10 am**

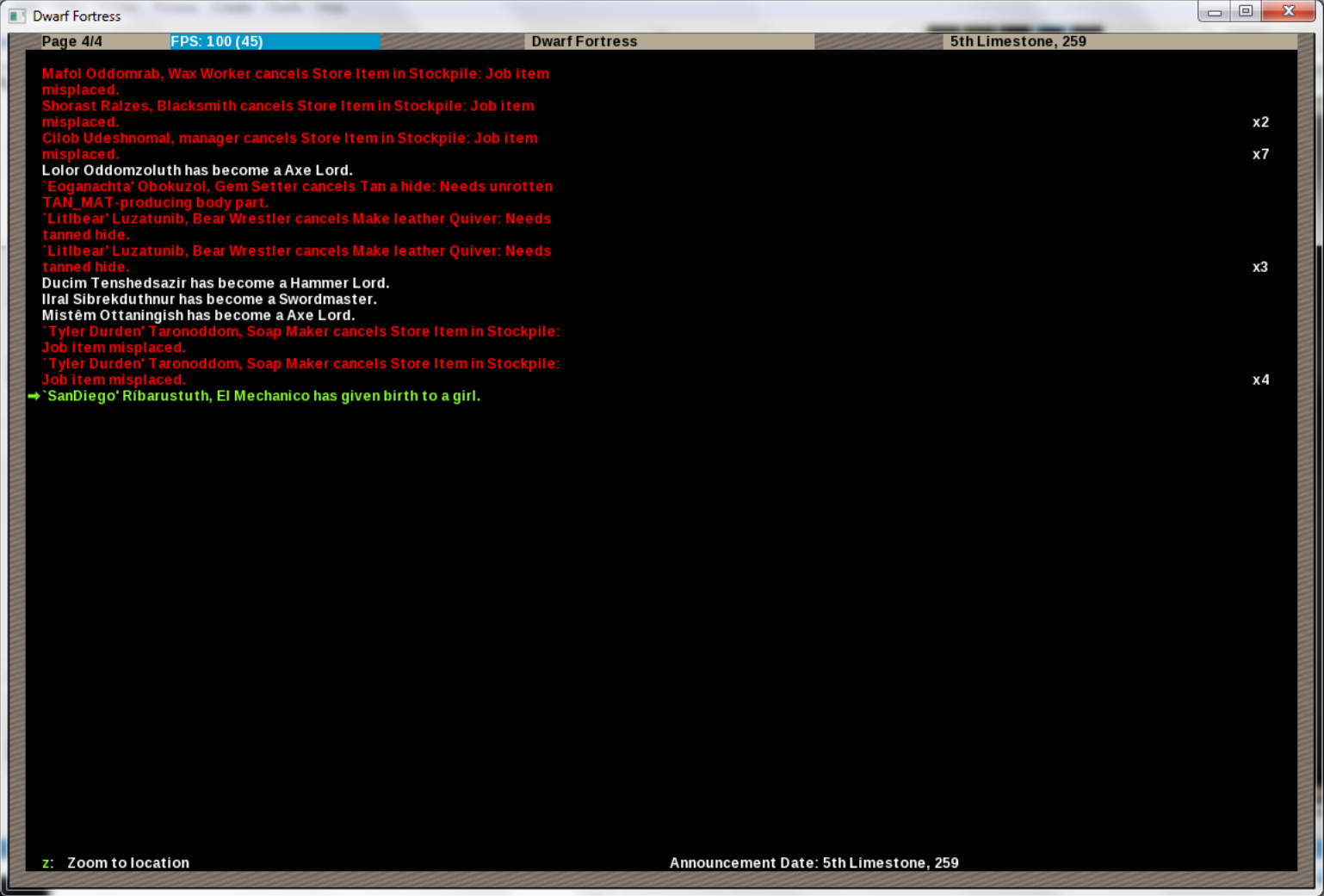
You got it.
[Spoiler](#) (click to show/hide)



Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **GentlemanRaptor** on **June 14, 2013, 09:14:38 am**

Journal of Raptor, Overseer of Murdermachines Reclamation Force

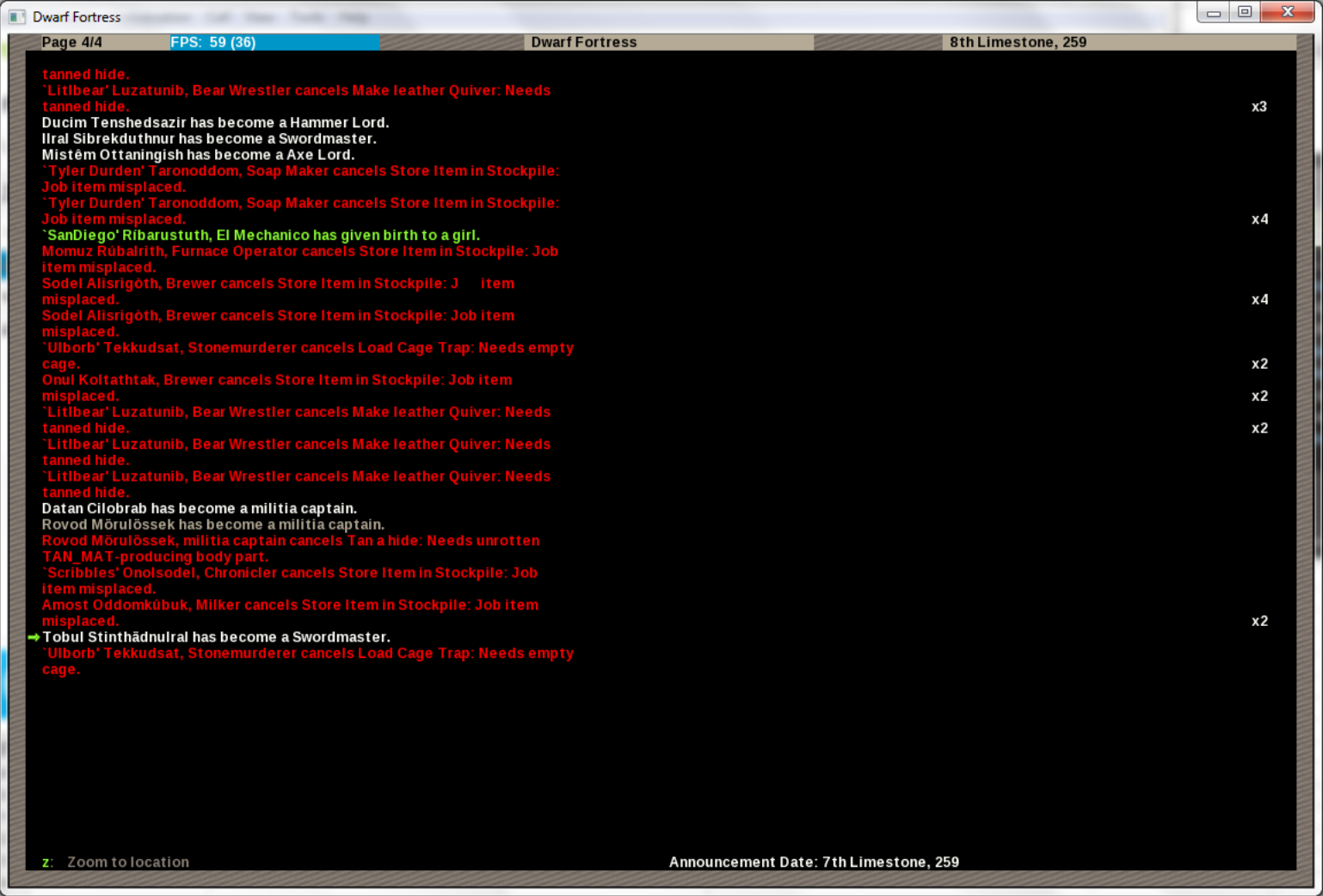
5th Limestone
SanDiego has given birth to a girl! The miracle of childbirth was slightly dulled by the fact that the child was promptly possessed by Samwise Gamgee, our resident Mad Hermit.
[Spoiler](#) (click to show/hide)



8th Limestone

Baltharaaz has become a swordsmaster! He seemed really proud of himself, but he soon got back to dodging spikes.

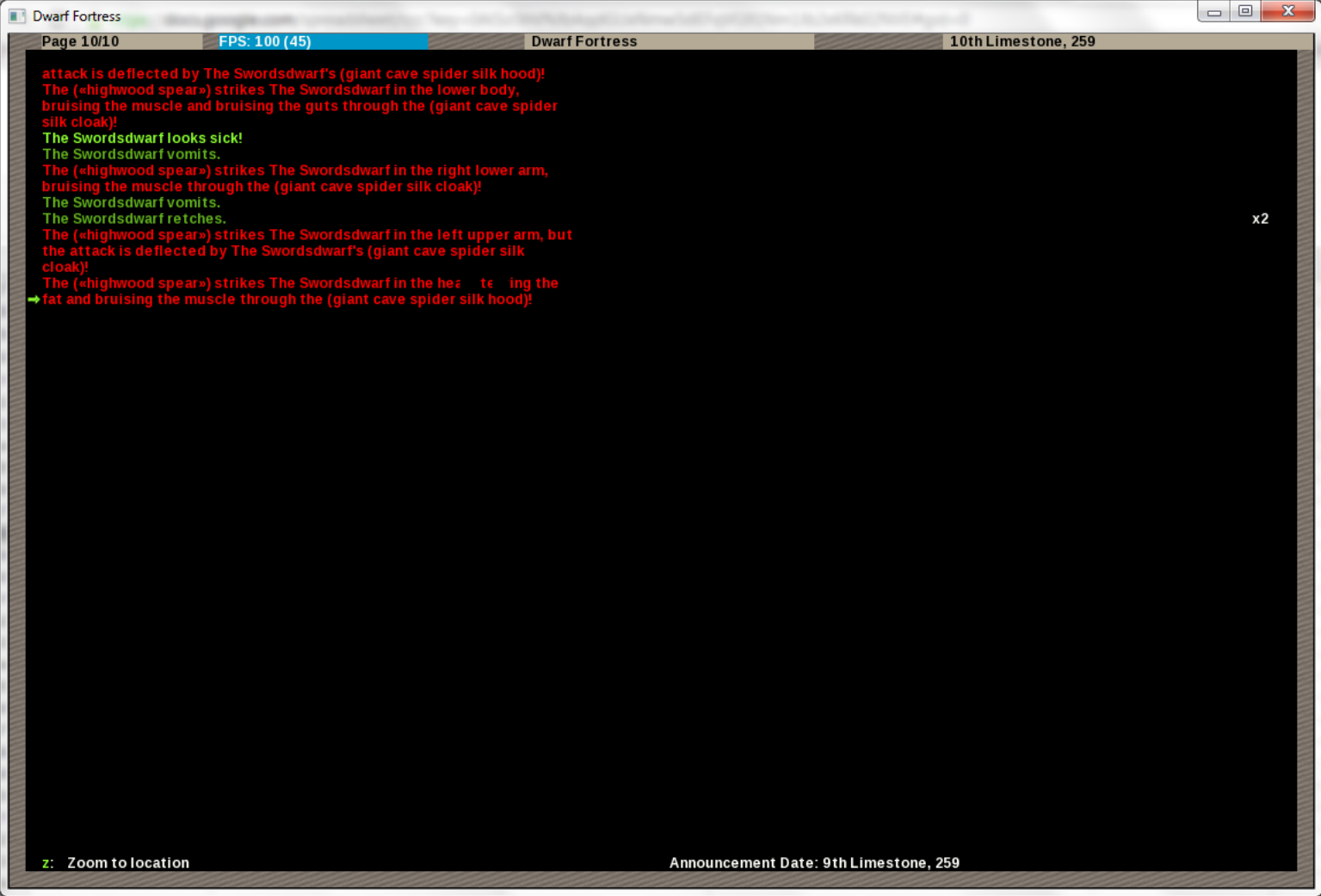
[Spoiler](#) (click to show/hide)



10th Limestone

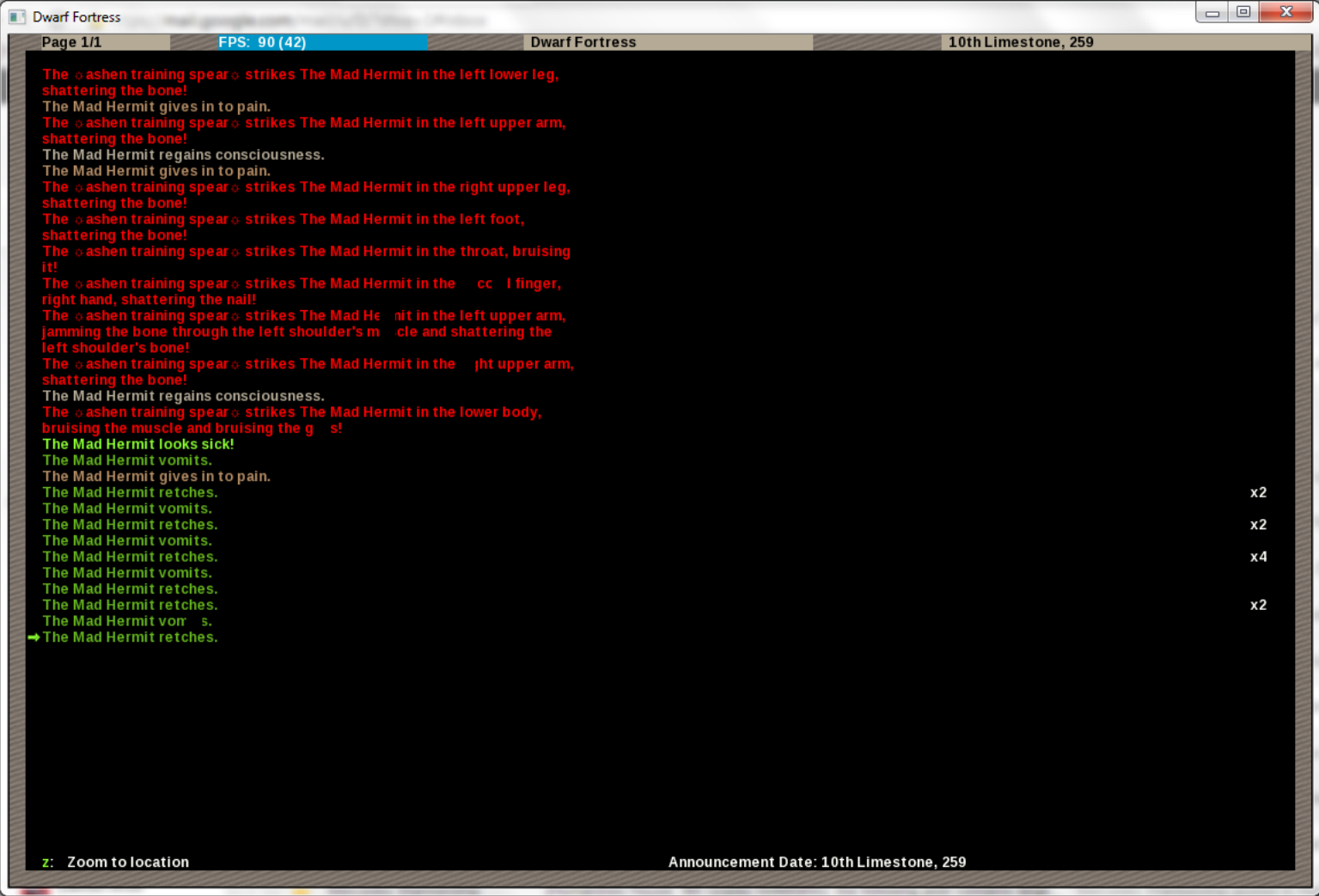
Dammit! The danger room's at it again. Microblighted took a wooden spear to the stomach and is puking all over the place.

[Spoiler](#) (click to show/hide)



Wait...shitshitshit. I forgot to take SanDiego off the military roster. I hope the child is okay...

[Spoiler](#) (click to show/hide)

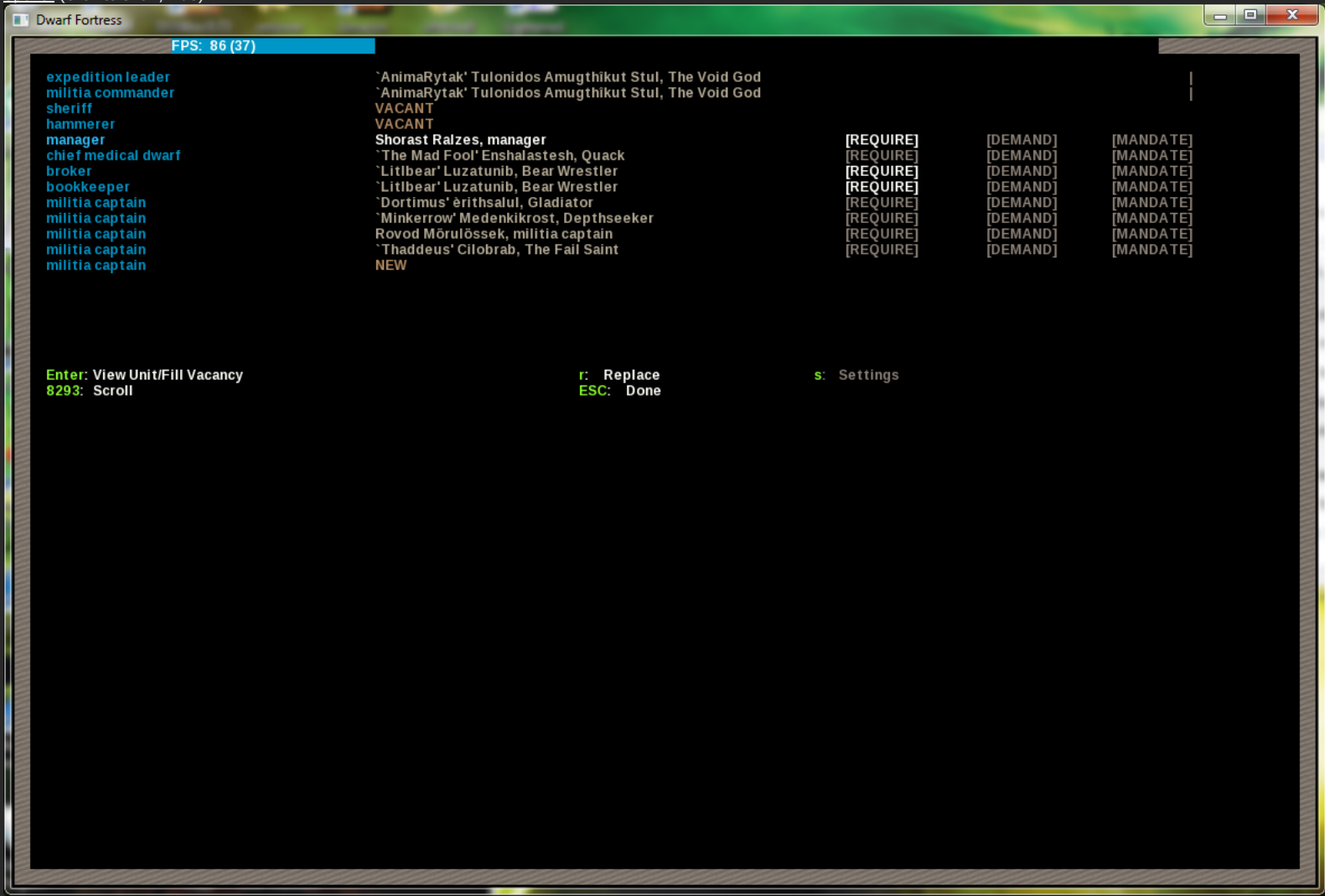


11th Limestone
So, I stopped the danger room, but it doesn't look like that child will walk again without getting some medical assistance. Which SanDiego seems loath to do, simply carrying Samwise around all day.

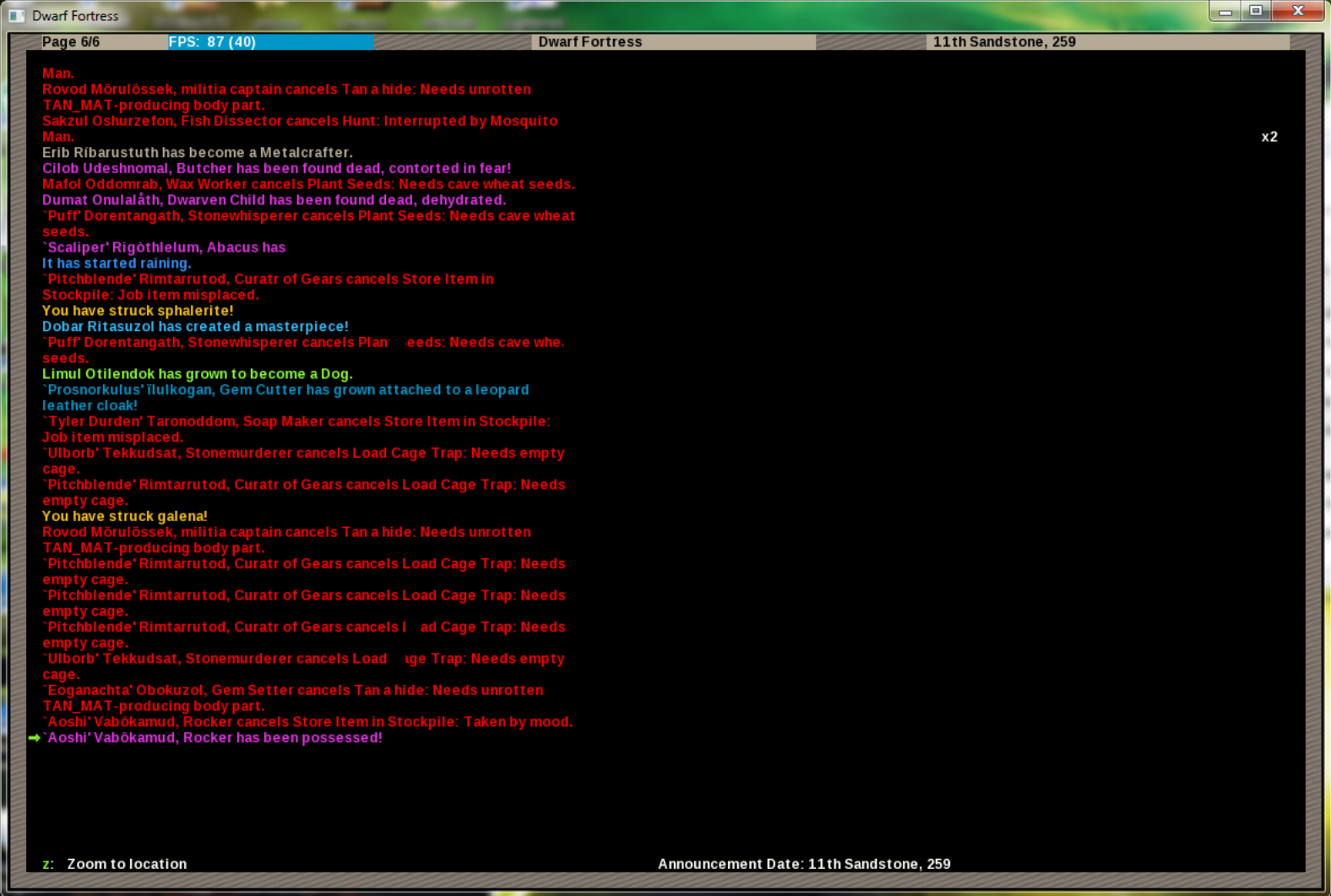
28th Limestone
The ghost of AnimaRytak II just showed up and promptly killed our manager. He apparently died of terror. This is the second manager I've lost to a ghost! Dammit, I need someone to build those bloody slabs!
[Spoiler](#) (click to show/hide)



9th Sandstone
I finally got around to appointing a new manager. For some reason, nobody wanted the job! It's not as if all of their predecessors have died hideously...wait.
[Spoiler](#) (click to show/hide)



11th Sandstone
Aoshi was possessed today.
[Spoiler](#) (click to show/hide)



He promptly ran down and claimed a jewelers workshop.
Spoiler (click to show/hide)



I hope something useful comes of this...

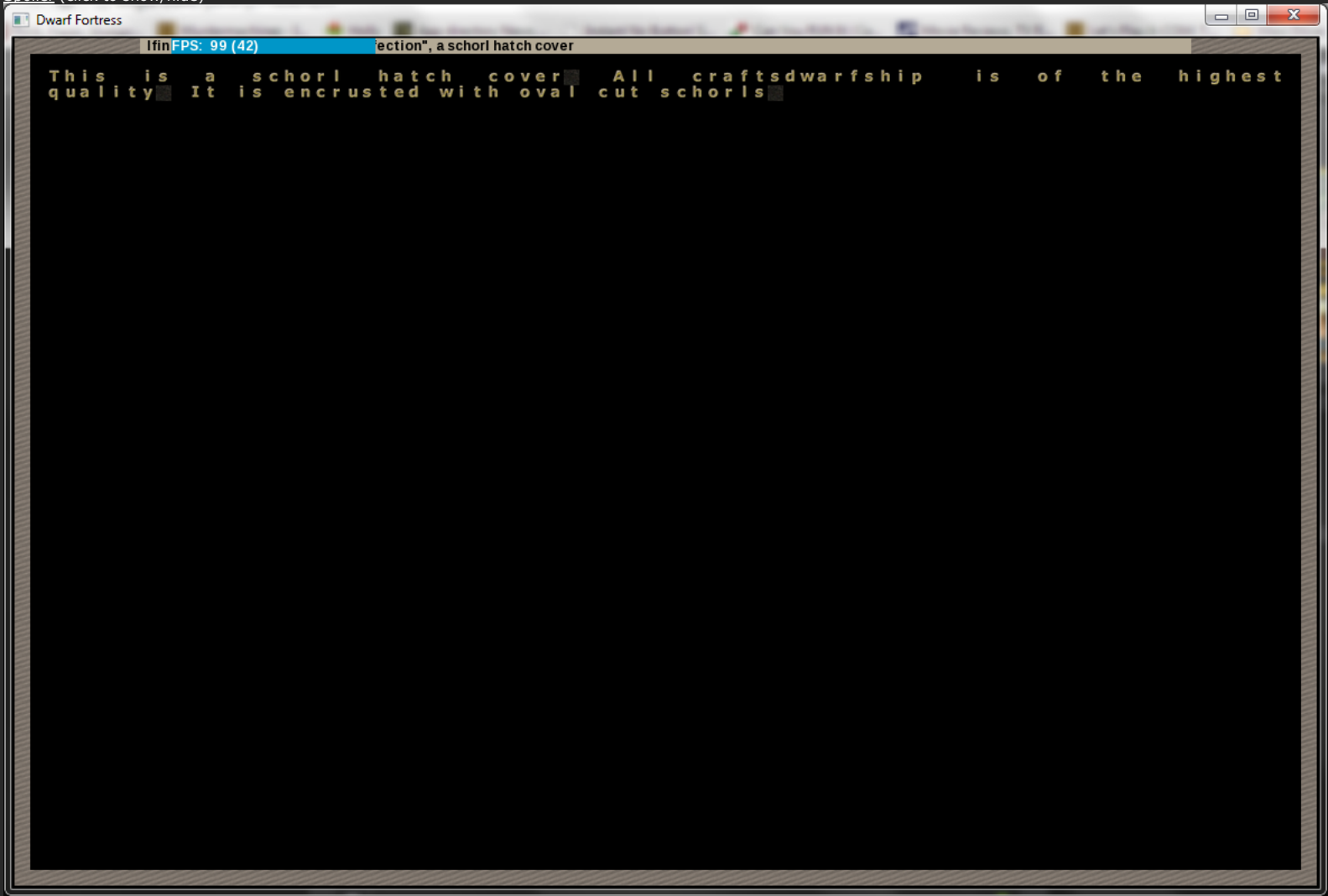
12th Sandstone
Aoshi began building...something earlier today. I have no idea what, though.

17th Sandstone
Spoiler (click to show/hide)



It's a hatch cover. Why did I expect anything else?

[Spoiler](#) (click to show/hide)

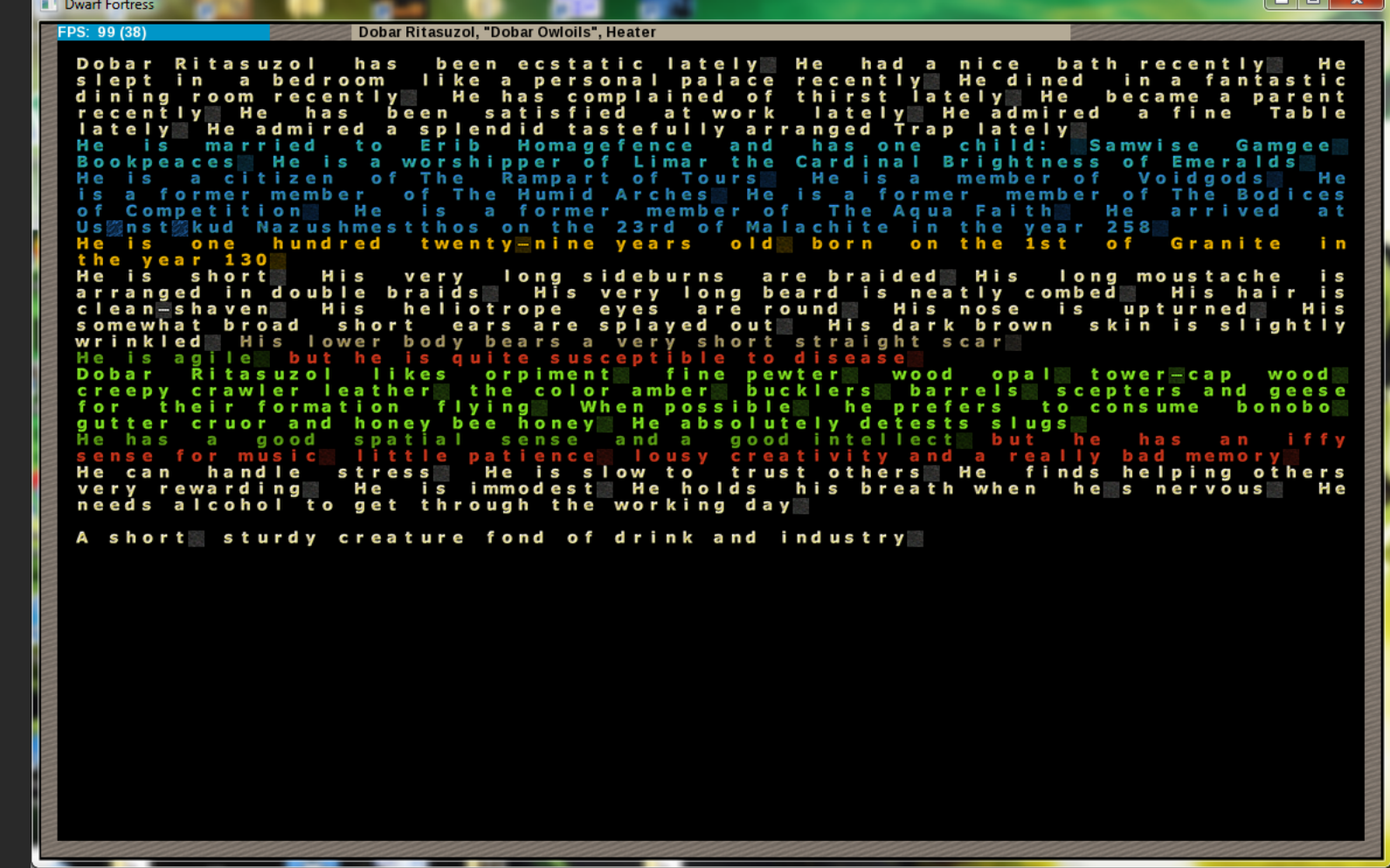


It doesn't even have a platypus on it!

20th Sandstone

Migrants have arrived!

[Spoiler](#) (click to show/hide)



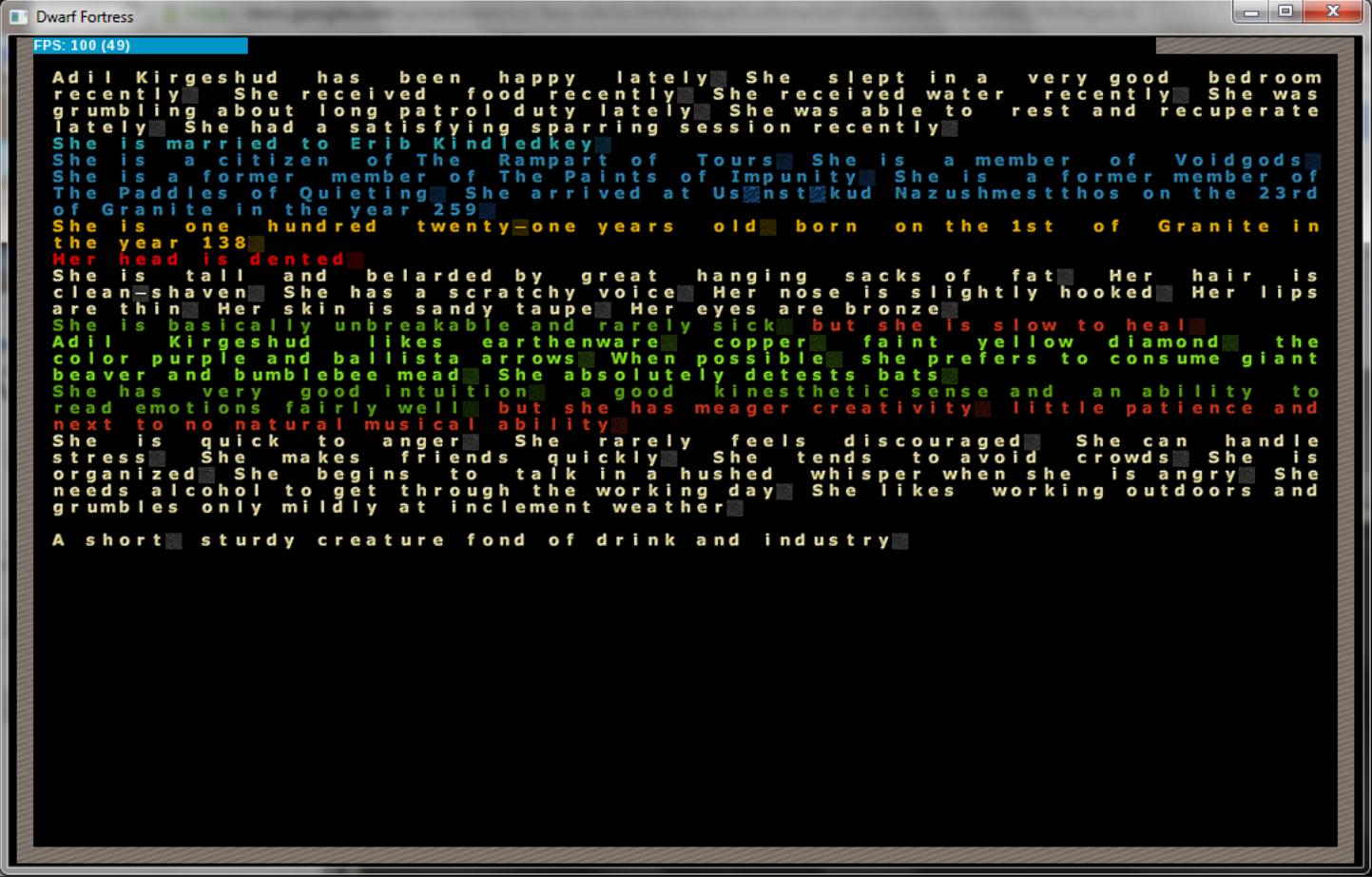
Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **InZane** on **June 14, 2013, 03:27:26 pm**

[Quote from: NRDL on June 14, 2013, 01:56:29 am](#)
May I see my dorf's profile too, please?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **GentlemanRaptor** on **June 14, 2013, 04:34:39 pm**

[Quote from: InZane on June 14, 2013, 03:27:26 pm](#)
[Quote from: NRDL on June 14, 2013, 01:56:29 am](#)
May I see my dorf's profile too, please?

Here!
Spoiler (click to show/hide)



Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **AoshimaMichio** on **June 15, 2013, 02:26:58 am**

Artifact hatch cover isn't that useless. It's perfect for keeping clowns under control and it's probably best kind of artifact that one can make at jewelers workshop.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **GentlemanRaptor** on **June 15, 2013, 07:45:07 am**

It's not that it's useless, but it is the second artifact hatch cover made in a single year.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **StLeibowitz** on **June 15, 2013, 09:00:48 am**

[Quote from: GentlemanRaptor on June 15, 2013, 07:45:07 am](#)
It's not that it's useless, but it is the second artifact hatch cover made in a single year.

So now we have TWO indestructible staircase coverings. I fail to see how this is undesirable.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **GentlemanRaptor** on **June 15, 2013, 02:19:08 pm**

[Quote from: StLeibowitz on June 15, 2013, 09:00:48 am](#)
[Quote from: GentlemanRaptor on June 15, 2013, 07:45:07 am](#)
It's not that it's useless, but it is the second artifact hatch cover made in a single year.

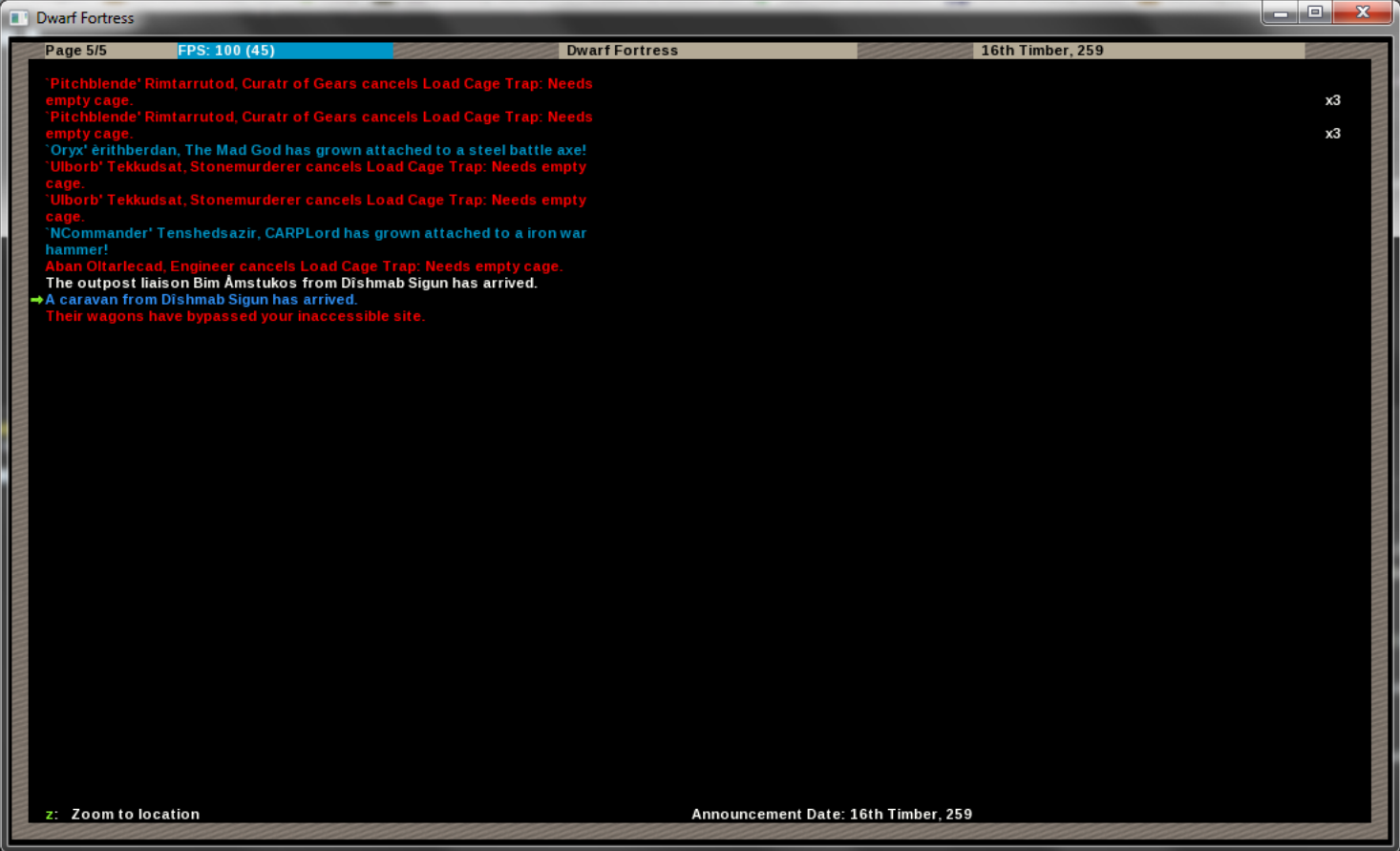
So now we have TWO indestructible staircase coverings. I fail to see how this is undesirable.
It isn't! It is very desirable.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **GentlemanRaptor** on **June 15, 2013, 08:08:11 pm**

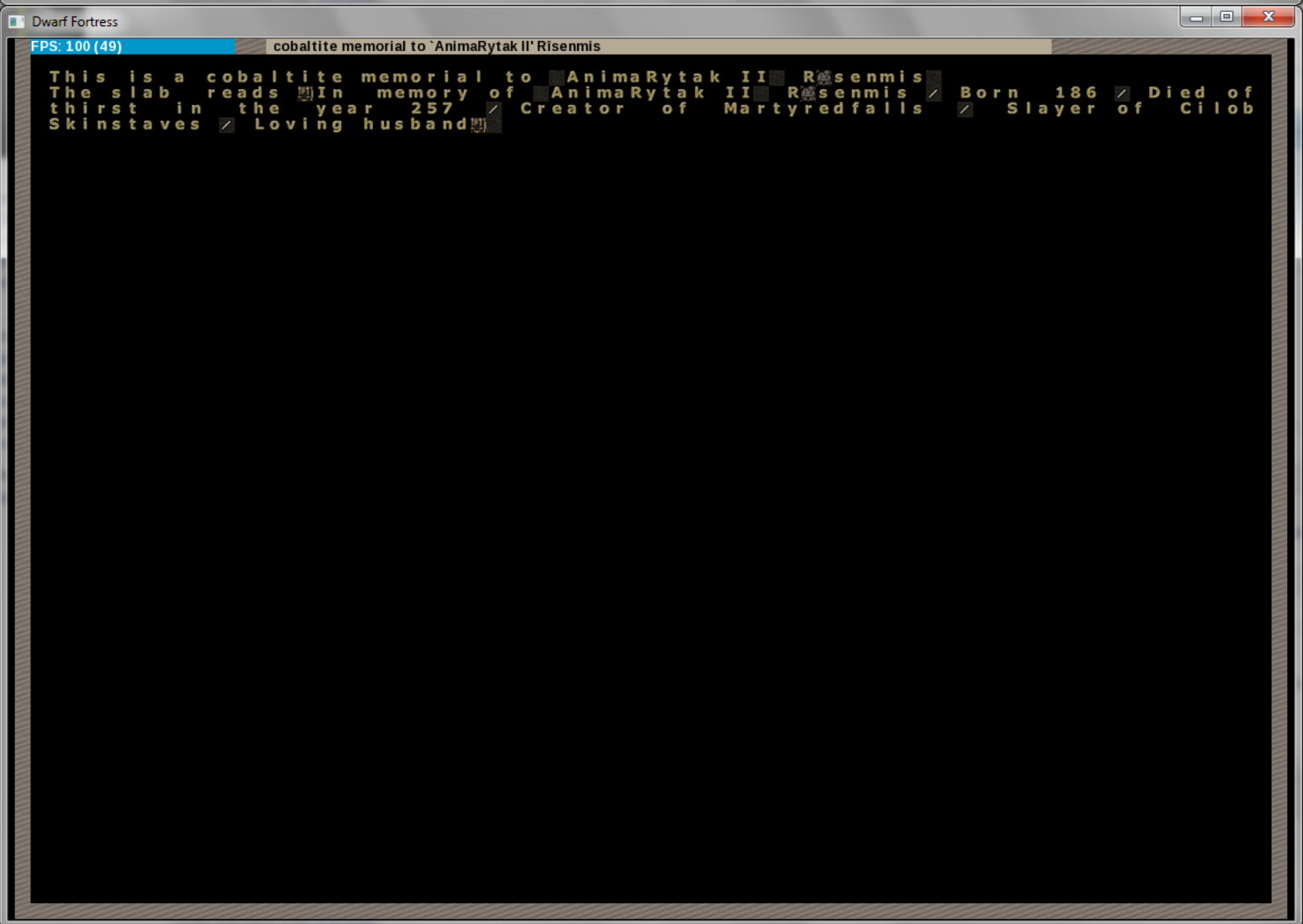
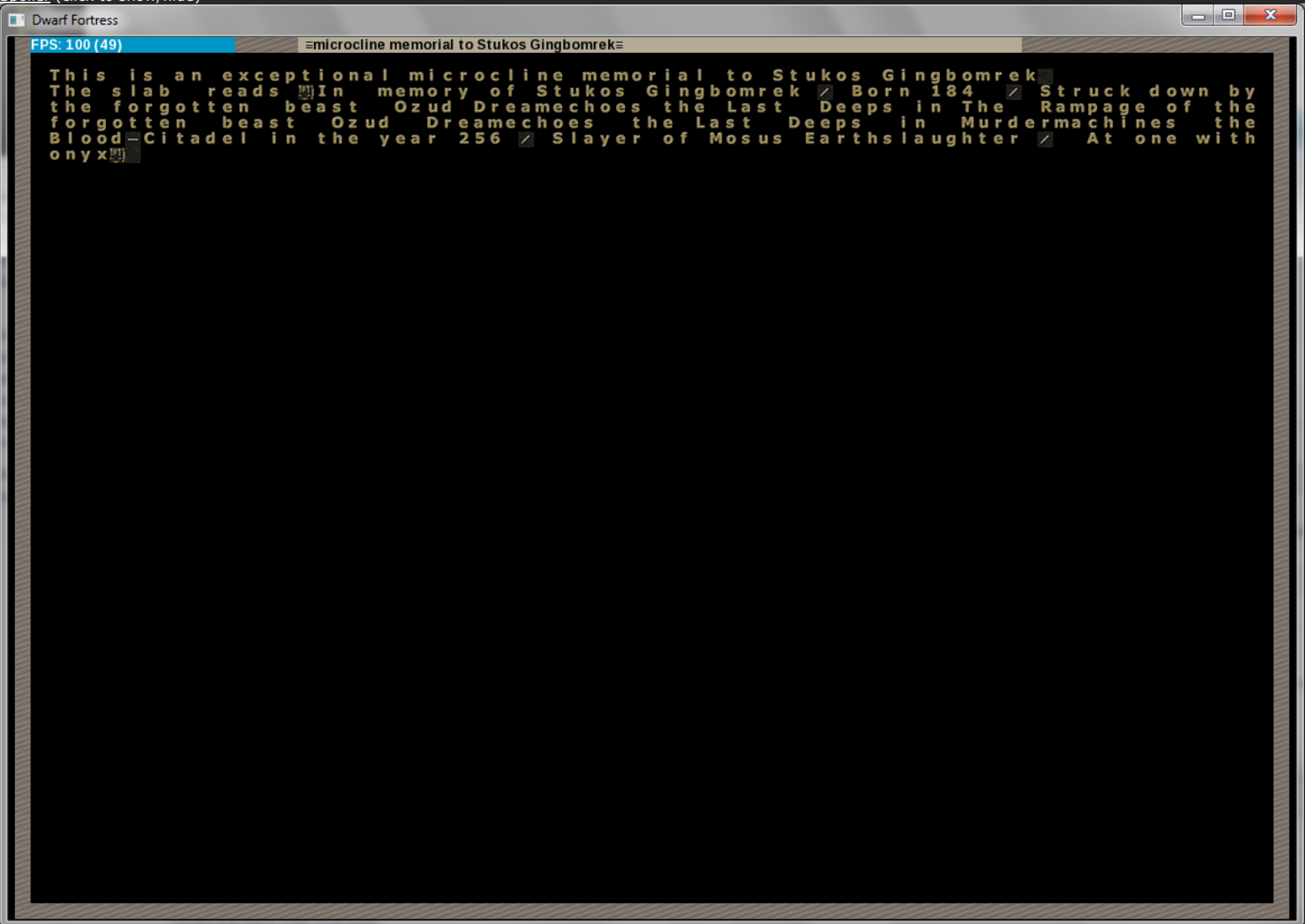
Journal of Raptor, Overseer of Murdermachines Reclamation Force

16th Timber
Dwarven merchants have arrived! And they brought an outpost liaison! Let's hope they brought the cheese, too...

[Spoiler](#) (click to show/hide)

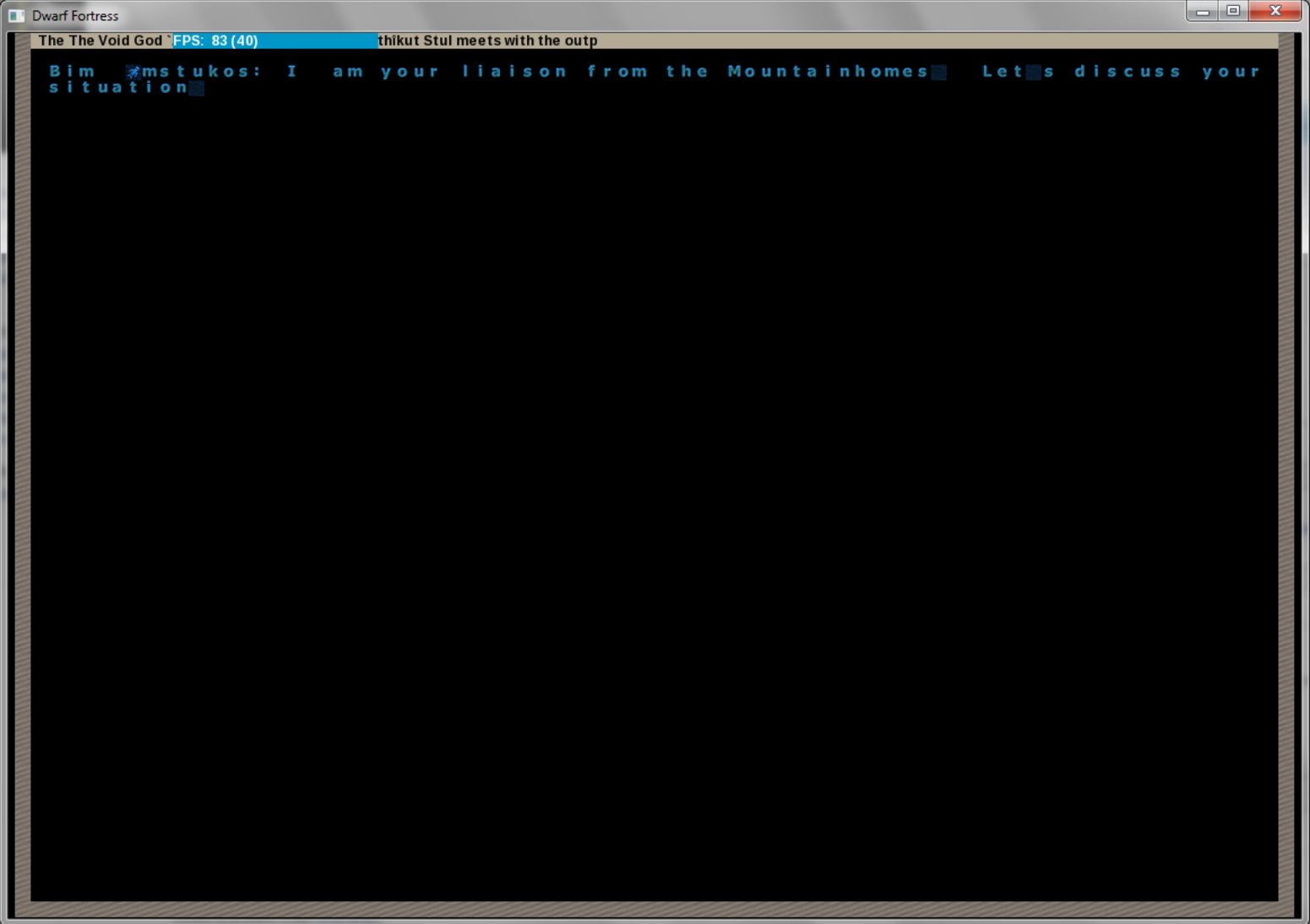


18th Timber
noodle0117's ghost is being a nuisance again. He just battered Peregarrette! That is it. I'm having slabs built for noodle0117 and AnimaRytak II.
Spoiler (click to show/hide)



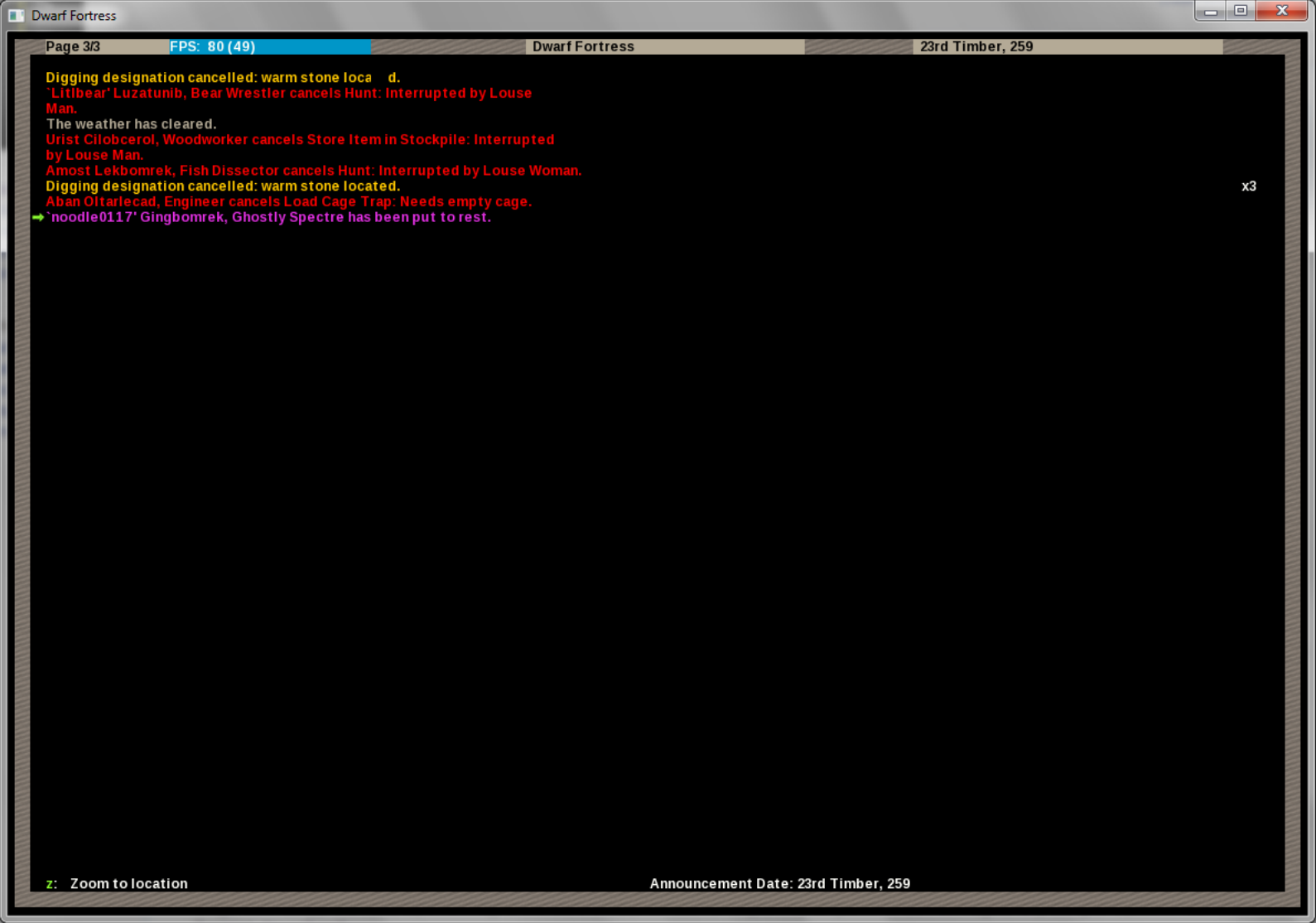
19th Timber
The merchants began unloading today. Nothing else of note.

20th Timber
[Spoiler](#) (click to show/hide)



The liaison met with AnimaRytak today. I didn't see much of the conversation, but it looked like the liaison was quite happy to oblige any import demands we offered. Especially cheese imports...I guess AnimaRytak really made an impact on the last liaison.

23rd Timber
Rest in peace, noodle0117, you murderous bastard, you.
[Spoiler](#) (click to show/hide)



26th Timber
Well, two for one, today. AnimaRytak II (I'm not sure how he can even **have** a ghost) was put to rest,
[Spoiler](#) (click to show/hide)

Dwarf Fortress

Page 3/3

FPS: 54 (42)

Dwarf Fortress

26th Timber, 259

'Litlbear' Luzatunib, Bear Wrestler cancels Hun Interrupted by Louse Man.
The weather has cleared.
Urist Cilobcerol, Woodworker cancels Store Item in Stockpile: Interrupted by Louse Man.
Amost Lekbomrek, Fish Dissector cancels Hunt: Interrupted by Louse Woman.
Digging designation cancelled: warm stone located.
Aban Oltarlecad, Engineer cancels Load Cage Trap: Needs empty cage.
'noodle0117' Gingbomrek, Ghostly Spec has been put to rest.
'Uiborb' Tekkudsat, Stonemurderer cancels Load Cage Trap: Needs empty cage.
'Uiborb' Tekkudsat, Stonemurderer cancels Load Cage Trap: Needs empty cage.
'Uiborb' Tekkudsat, Stonemurderer cancels Load Cage Trap: Needs empty cage.
'Uiborb' Tekkudsat, Stonemurderer cancels Load Cage Trap: Needs empty cage.
Fath Thobiklist, Ewe (Tame) has given birth to a lamb.
Nil Astostath has created a masterpiece!
'Uiborb' Tekkudsat, Stonemurderer cancels Load Cage Trap: Needs empty cage.
→ 'AnimaRytak II' Risenmis, Ghostly Lich-King has been put to rest.
'Uiborb' Tekkudsat, Stonemurderer cancels Load Cage Trap: Needs empty cage.

z: Zoom to location

Announcement Date: 26th Timber, 259

and trade was concluded with our brethren. Apparently we got away with quite a bit of cheese, some other food, and a few quivers for the marksdwarves in exchange for gold bars. Amazing what gold will do for you.

8th Moonstone
Damn shame. Samwise Gamgee succumbed to an infection today. Something could have been done for the poor bastard, if only his mother had stopped carrying him around and taken him to the hospital. Some people.
Spoiler (click to show/hide)

Dwarf Fortress

Page 3/3

FPS: 59 (42)

Dwarf Fortress

9th Moonstone, 259

'Uiborb' Tekkudsat, Stonemurderer cancels Load Cage Trap: Needs empty cage.
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Aban Oltarlecad, Engineer cancels Load Cage Trap: Needs empty cage.
Aban Oltarlecad, Engineer cancels Load Cage Trap: Needs empty cage.
Winter is upon you.
It has started raining.
You have struck cryolite!
There is nothing to catch in the southern swamps.
You have struck microcline!
You have struck native gold!
You have struck galena!
You have struck morion!
You have struck clear garnet!
You have struck native gold!
You have struck milk quartz!
→ 'Samwise Gamgee' Thikutbisól, Mad Hermit has succumbed to infection.

z: Zoom to location

Announcement Date: 8th Moonstone, 259

x2

x6

x2

x3

18th Moonstone
The merchants have left. I do hope they speak kindly of us. A better rep in the mountainhomes means more vessels for the void-bound.
Spoiler (click to show/hide)

23rd Opal
Eoganachta was taken by a fey mood today.
Spoiler (click to show/hide)

He immediately seized a jeweler's workshop.
Spoiler (click to show/hide)

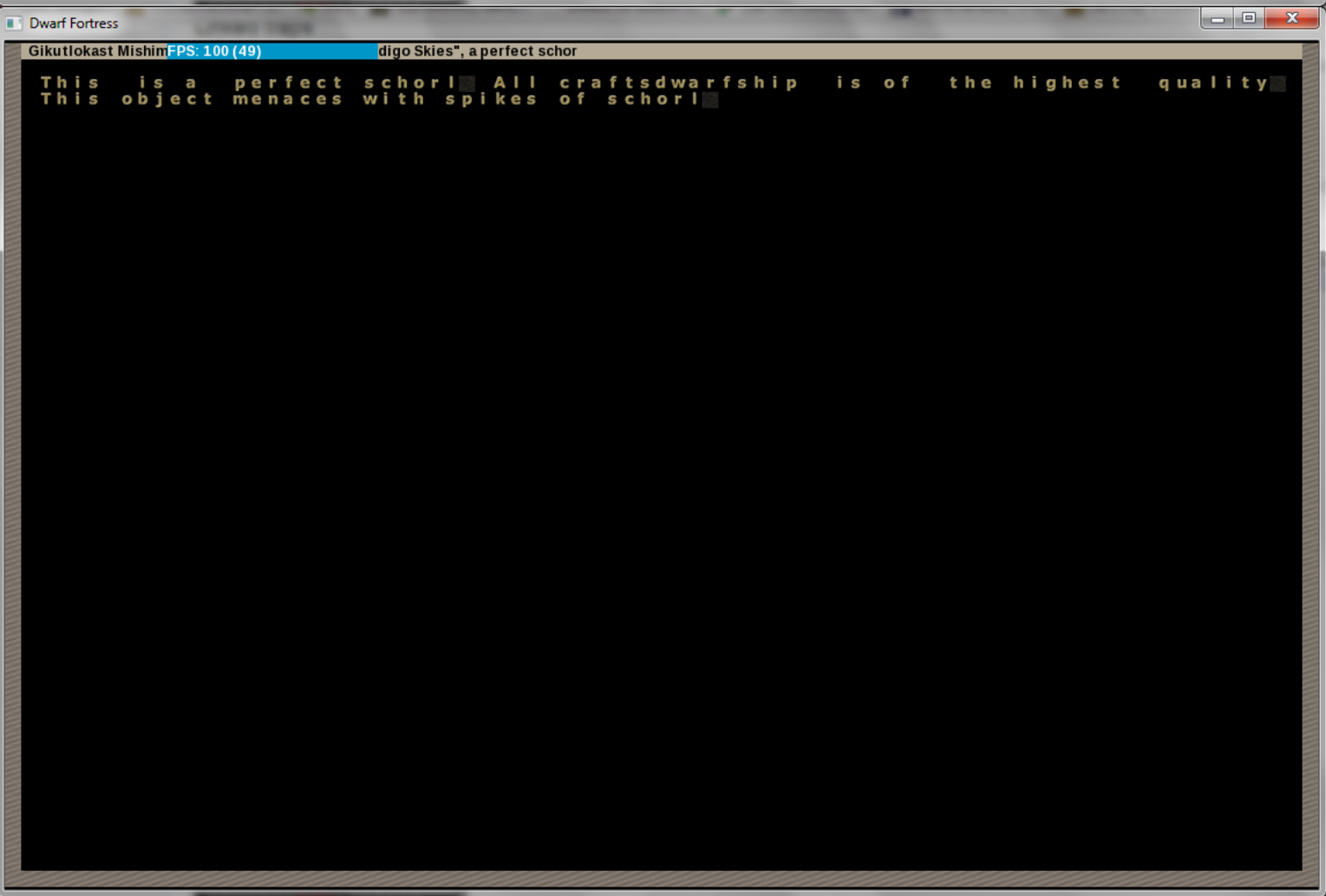


To my surprise, he started work immediately!
[Spoiler \(click to show/hide\)](#)



28th Opal
I caught Prosnorkulus wandering the halls today. When I asked him where he was going, he said "The danger room, of course! Greg sutured my head right up!" I quickly turned him right back around. He may be healed now, but that doesn't mean he's ready to go back in there.

2nd Obsidian
Eoganachta finished his artifact today. It is...a perfect schor!! No, I don't know what it is, either.
[Spoiler \(click to show/hide\)](#)



It is menacing, though.

17th Obsidian
Tomio's ghost knocked over a table. Considering what kinda shit we've gotten from ghosts recently, I think I'll let this one slide.
Spoiler (click to show/hide)

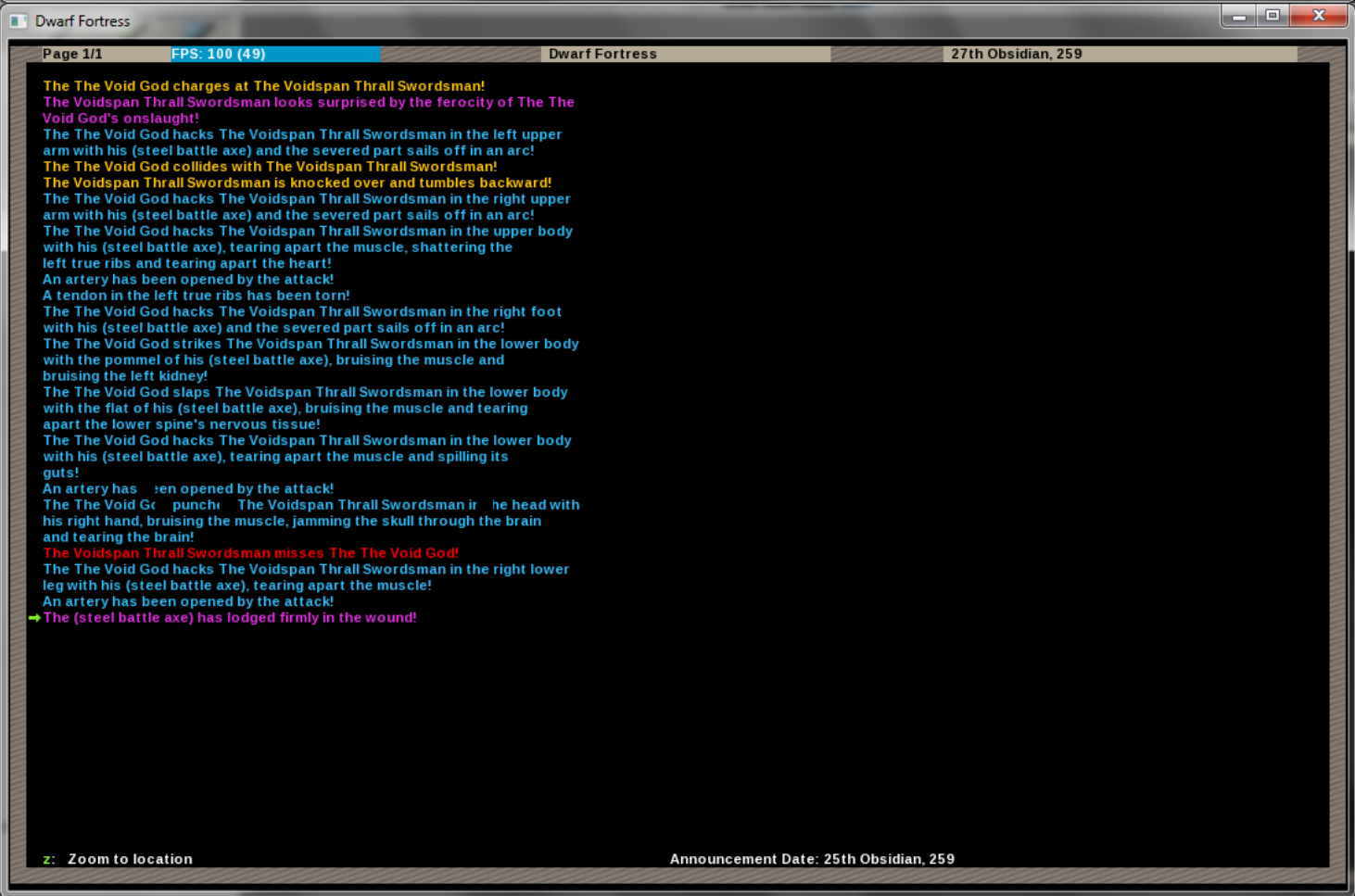
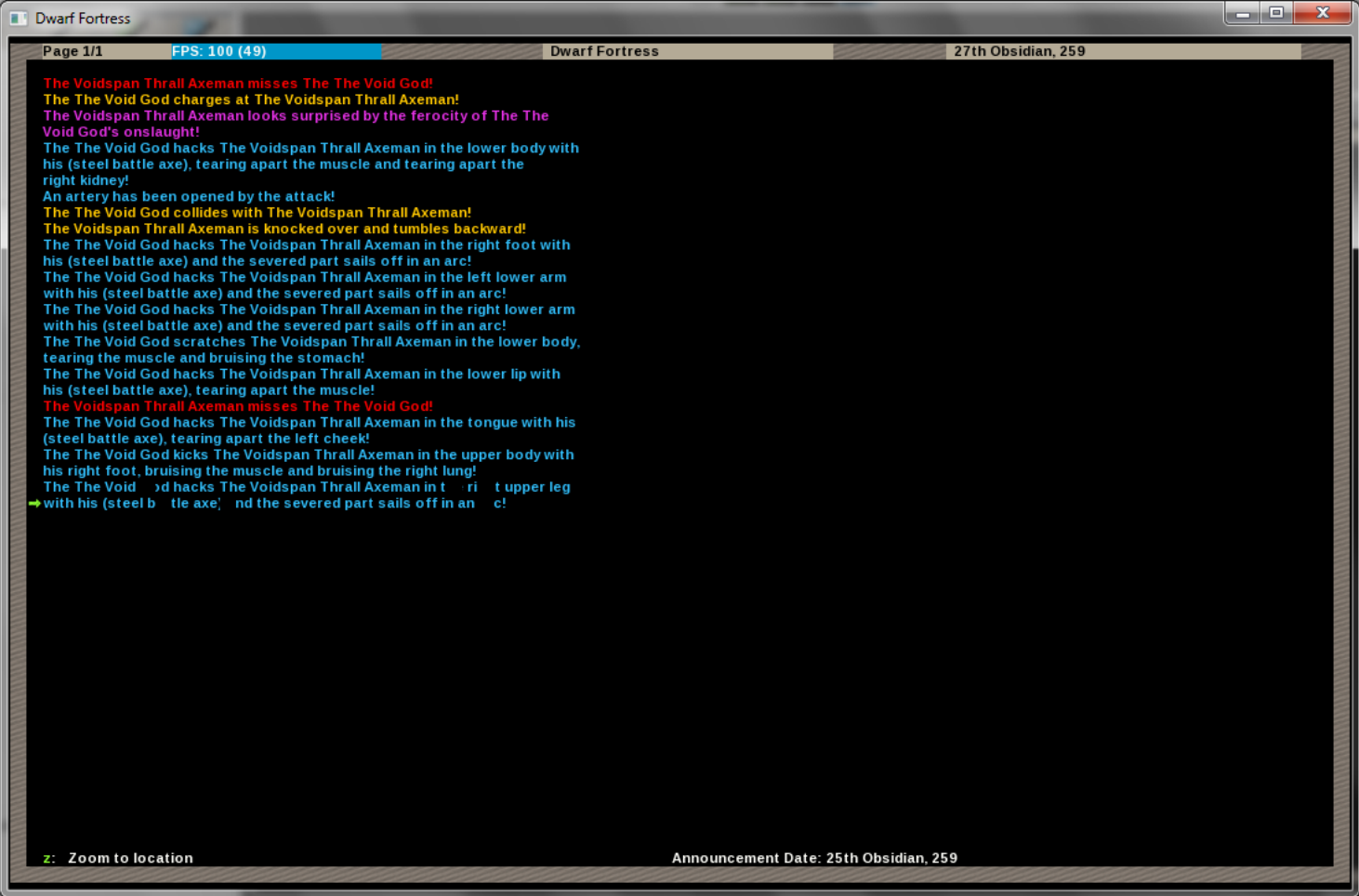


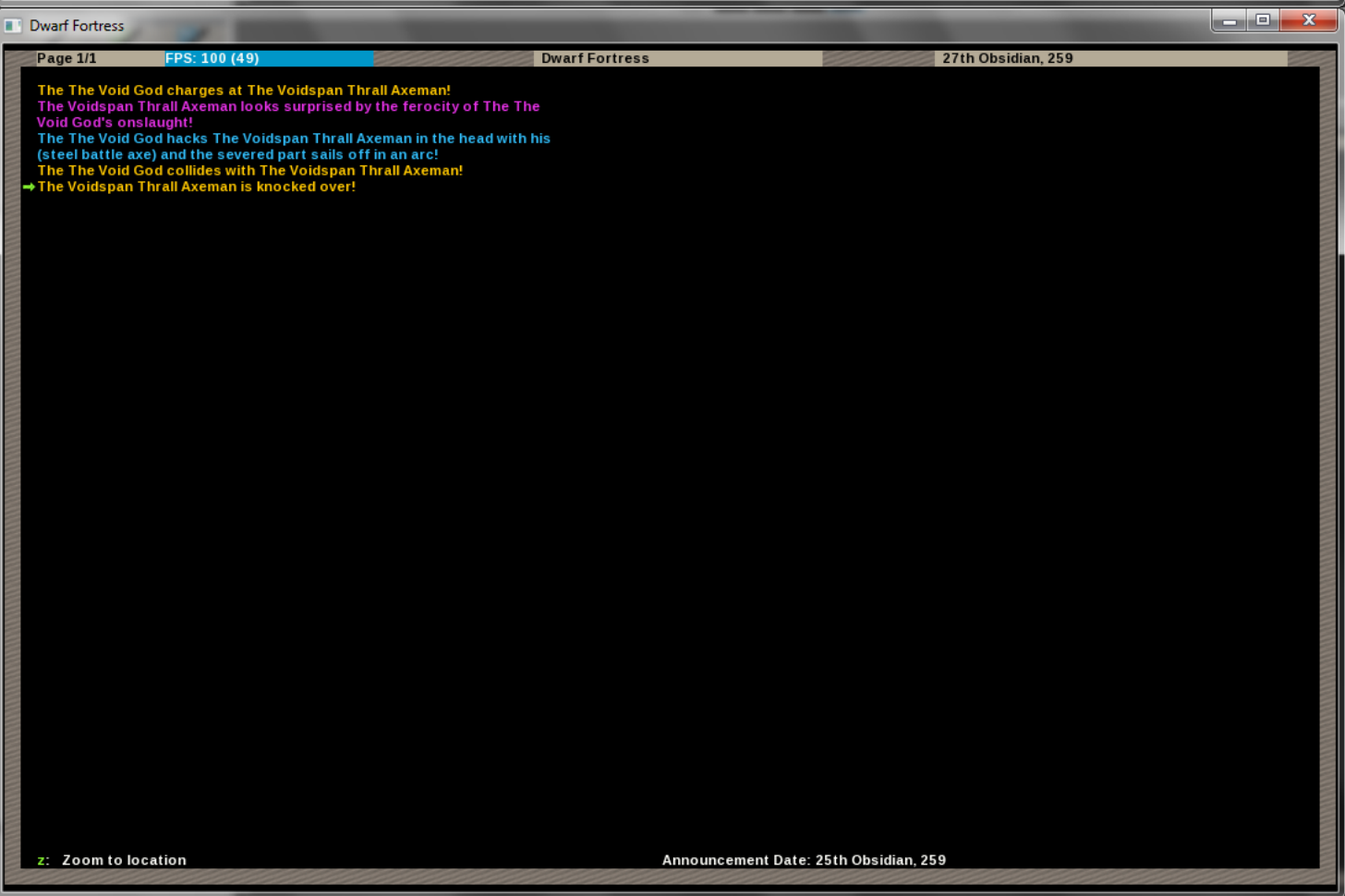
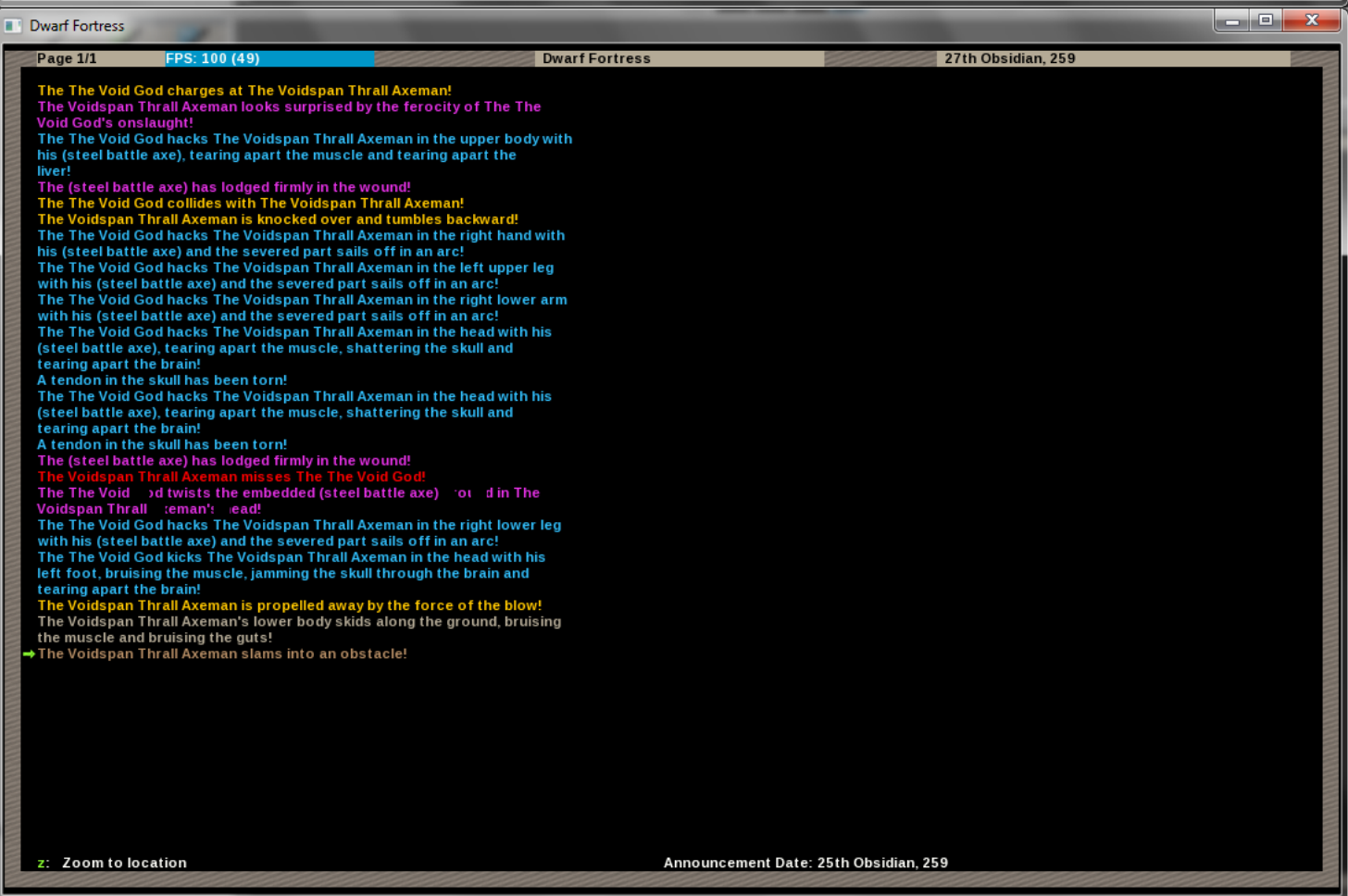
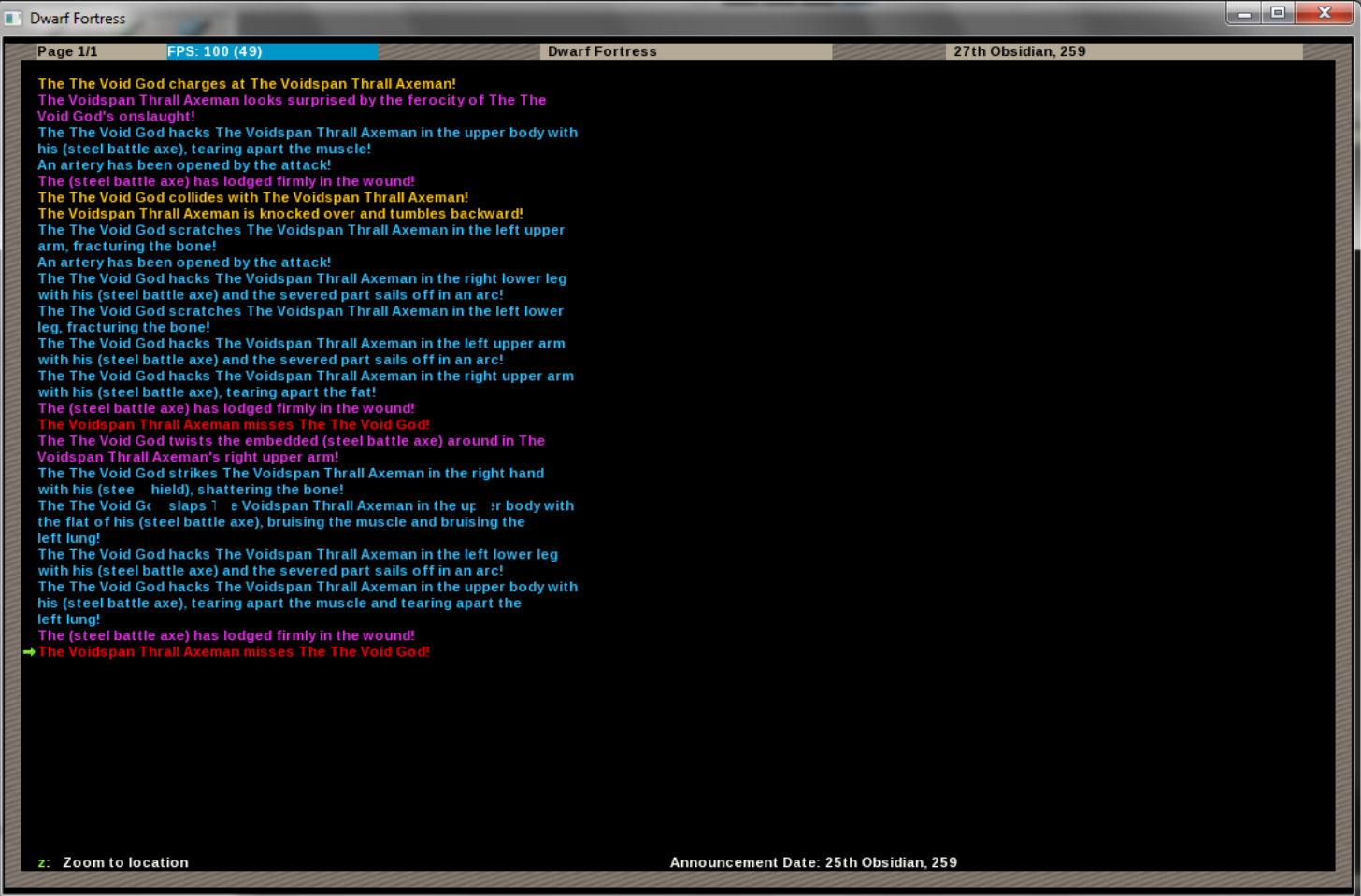
25th Obsidian
Dammit! The voidspawn are back!
Spoiler (click to show/hide)



I've sent the civilians to lockdown. Hopefully AnimaRytak can handle this...

27th Obsidian
Wow, AnimaRytak single-handedly destroyed that ambush. Scribbles was watching from the upper fort, and he took down notes on the combat. I've recorded them here.
[Spoiler \(click to show/hide\)](#)





1st Granite
Well, this marks the end of my overseership. The voidspawn threw us one hell of an early New Years party, but AnimaRytak handled that excellently. Now, I'm off to get some...wait. Where the fuck did the rum go?

Save: <http://dff.wimbli.com/file.php?id=7761> (<http://dff.wimbli.com/file.php?id=7761>)

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **wlerin** on **June 15, 2013, 08:20:59 pm**

Someone should probably do something about that spear...

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **GentlemanRaptor** on **June 15, 2013, 09:22:57 pm**

Quote from: wlerin on June 15, 2013, 08:20:59 pm
Someone should probably do something about that spear...
I meant to, but...ah, I have my reasons. The next overseer can fix it, it won't take too long.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Lolfail0009** on **June 16, 2013, 01:24:57 am**

Wait, I just checked the dorfinator, and Cor'Daz was dorfed?

WHEN THE FUCK DID THIS HAPPEN?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Nonsequitorian** on **June 16, 2013, 04:01:55 am**

How the hell did it get to me so fast?! I really want to do this, but I'm literally in the middle of moving. In three weeks I'll be back where I belong and will thus have a lot more time, but you know right now I don't. Then there's that I have to write a really long report before I go. My job got really complicated really quick. That's actually why I'm moving too.

I hate asking to be moved to a later date, but being put back a couple spaces would make my life easier.

So I am asking for just that.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Urist Mc Dwarf** on **June 16, 2013, 08:27:33 am**

Yes, my death had begun!!!!!!!!!!!!!!!!!!!!!!

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **June 16, 2013, 10:18:36 am**

Allright, I'm downloading the save as I write this, I will try to post something tonight.

EDIT: WHAT THE FUCK, GUYS. I MEAN, JEEZ.

EDIT2: also, first one to call dibs gets to be sherrif.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **GentlemanRaptor** on **June 16, 2013, 05:10:33 pm**

Dibs!

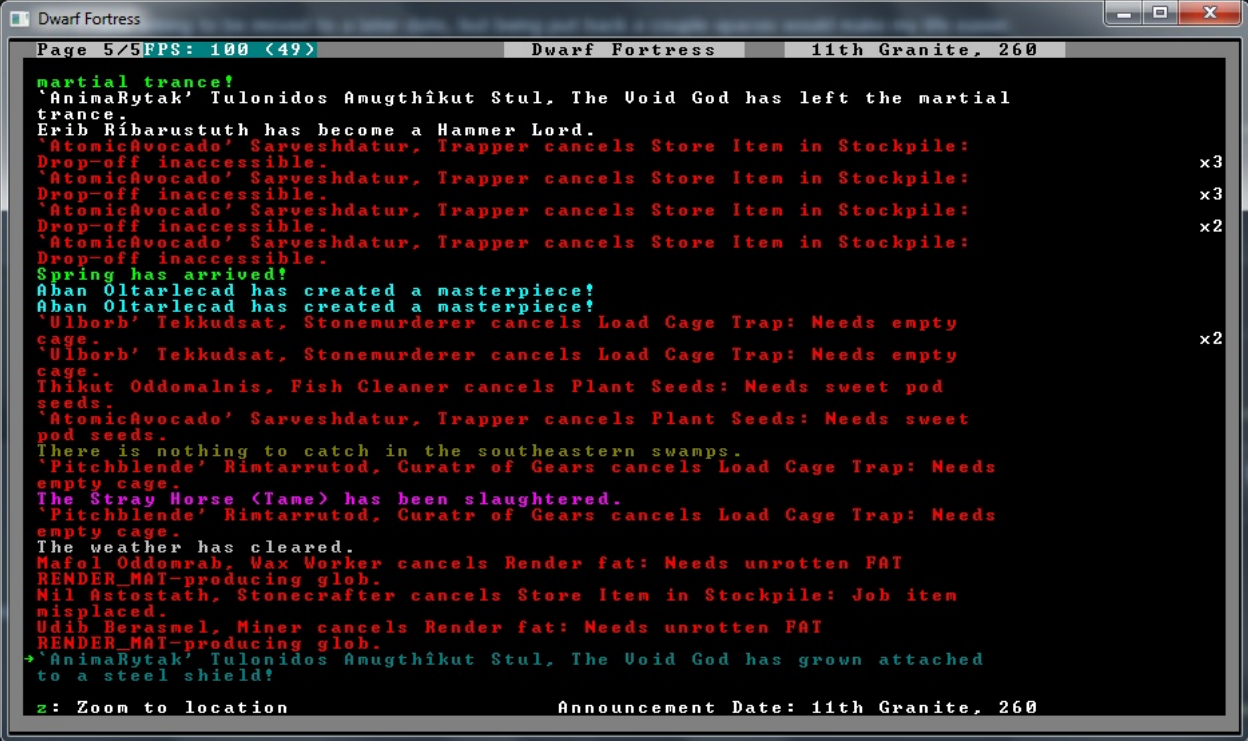
Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **June 16, 2013, 05:31:50 pm**

You got it. I guess I should give you quarters.
-----UPDATE-----
Journal of SanDiego, master of all things mechanical
1st Granite 260
I'm still getting used to occupy a female body. Giving birth didn't much help in the process. The child I have borne was wounded in our training room, but not before being possessed by Samwise, who has since deceased. Better luick next time, Sam. My gut tells me, we will need more coffins, sooner rather than later. Never hurts to have more coffins around.



(http://s398.photobucket.com/user/Salisaad/media/Dwarven%20Fortress/Murder1_zpsa640184d.jpg.html)
We also seem to be running quite low on drinks and meat. Where is the goddamn still? Ah there you are. Brew! Now, where was the horse? Here, horsie horsie.

11th Granite 260
Still trying to figure the operations of the fortress as a whole. Meanwhile, the Void God has been walking around whispering something to his shield. I have also revisited the schedule of my squad. Now, we train for three months straight and get one mont free for marksmanship training.



(http://s398.photobucket.com/user/Salisaad/media/Dwarven%20Fortress/Murder2_zps4d10390c.jpg.html)
Meanwhile, we have some new arrivals. Krevsin has possessed an engineer vessel



(http://s398.photobucket.com/user/Salisaad/media/Dwarven%20Fortress/Krevsin_zpsef7a103b.jpg.html)
And Derm has taken residence in the current metalsmith who brewes in his free time.



(http://s398.photobucket.com/user/Salisaad/media/Dwarven%20Fortress/Derm_zpsfe9ca33d.jpg.html)
17th Granite 260
I have noticed that this fortress has gone unlawfull for way too long. Raptor has been given the privilege of being a sheriff. I have begun to fit out quarters for him.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **tryrar** on **June 16, 2013, 10:00:31 pm**

status on my Dorf?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Lolfail0009** on **June 16, 2013, 10:39:47 pm**

And mine?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **renegadelobster** on **June 17, 2013, 12:08:24 am**

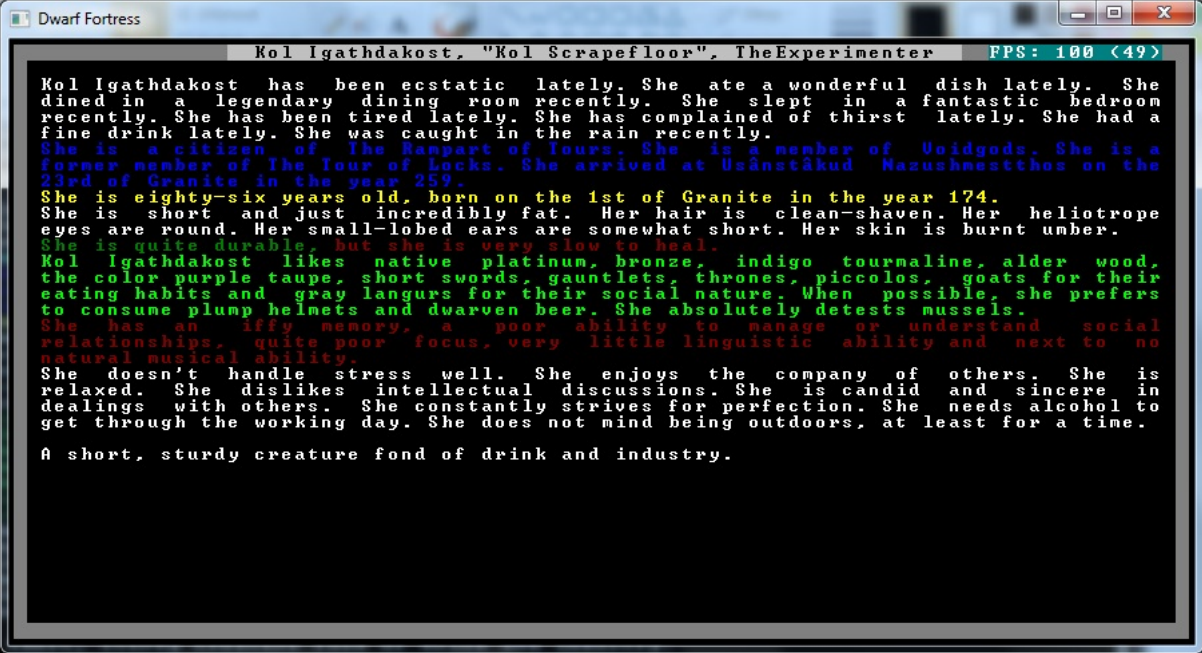
Mine also please

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **June 17, 2013, 12:30:42 pm**

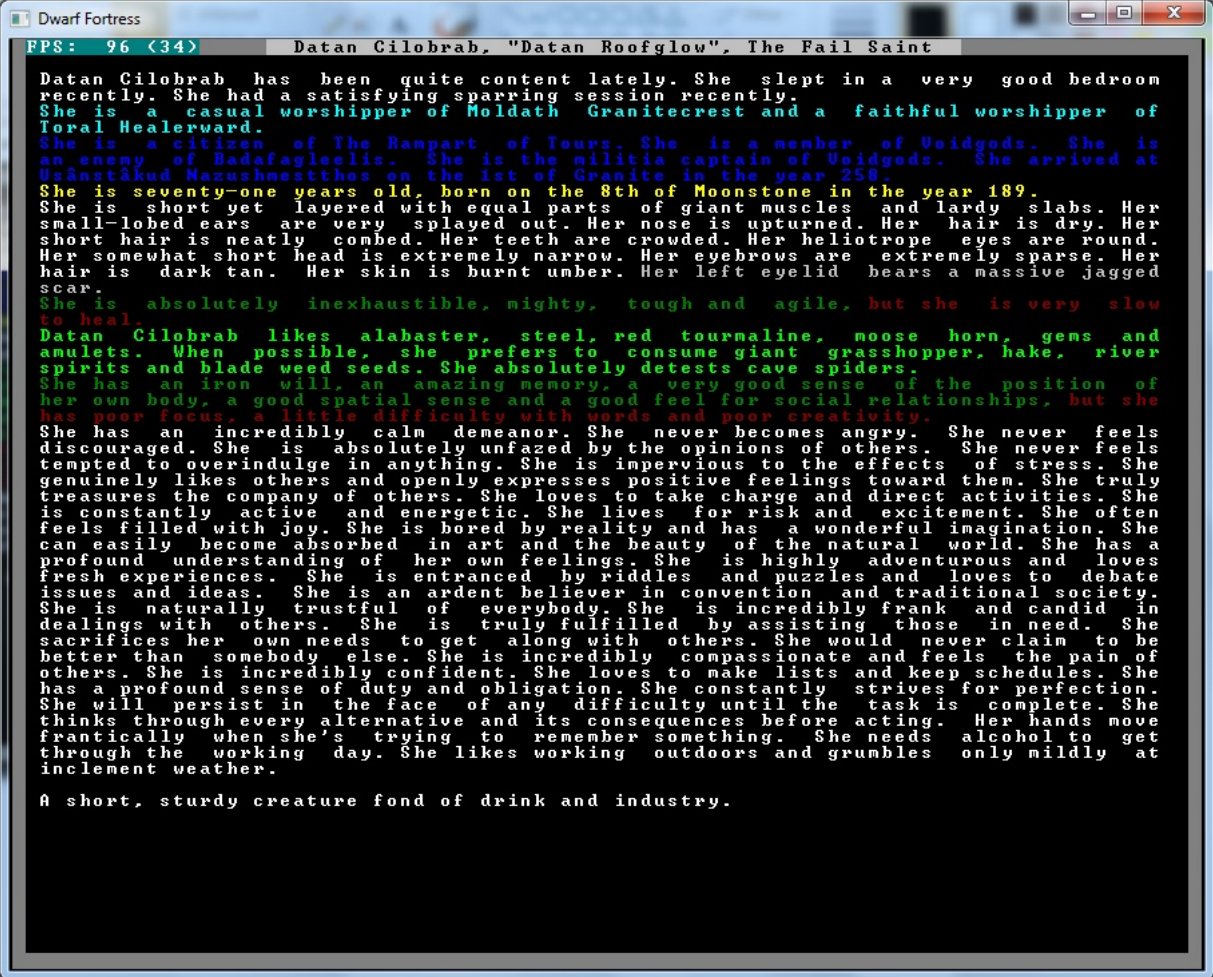
Here go the status updates. Update later today.
tryrar
Spoiler (click to show/hide)



(http://s398.photobucket.com/user/Salisaad/media/Dwarven%20Fortress/Tryrar_zpscfc420cc.jpg.html)
Lolfail
Spoiler (click to show/hide)



(http://s398.photobucket.com/user/Salisaad/media/Dwarven%20Fortress/Lolfail_zps981eb03a.jpg.html)
renegadelobster
Spoiler (click to show/hide)
holy crap that's long

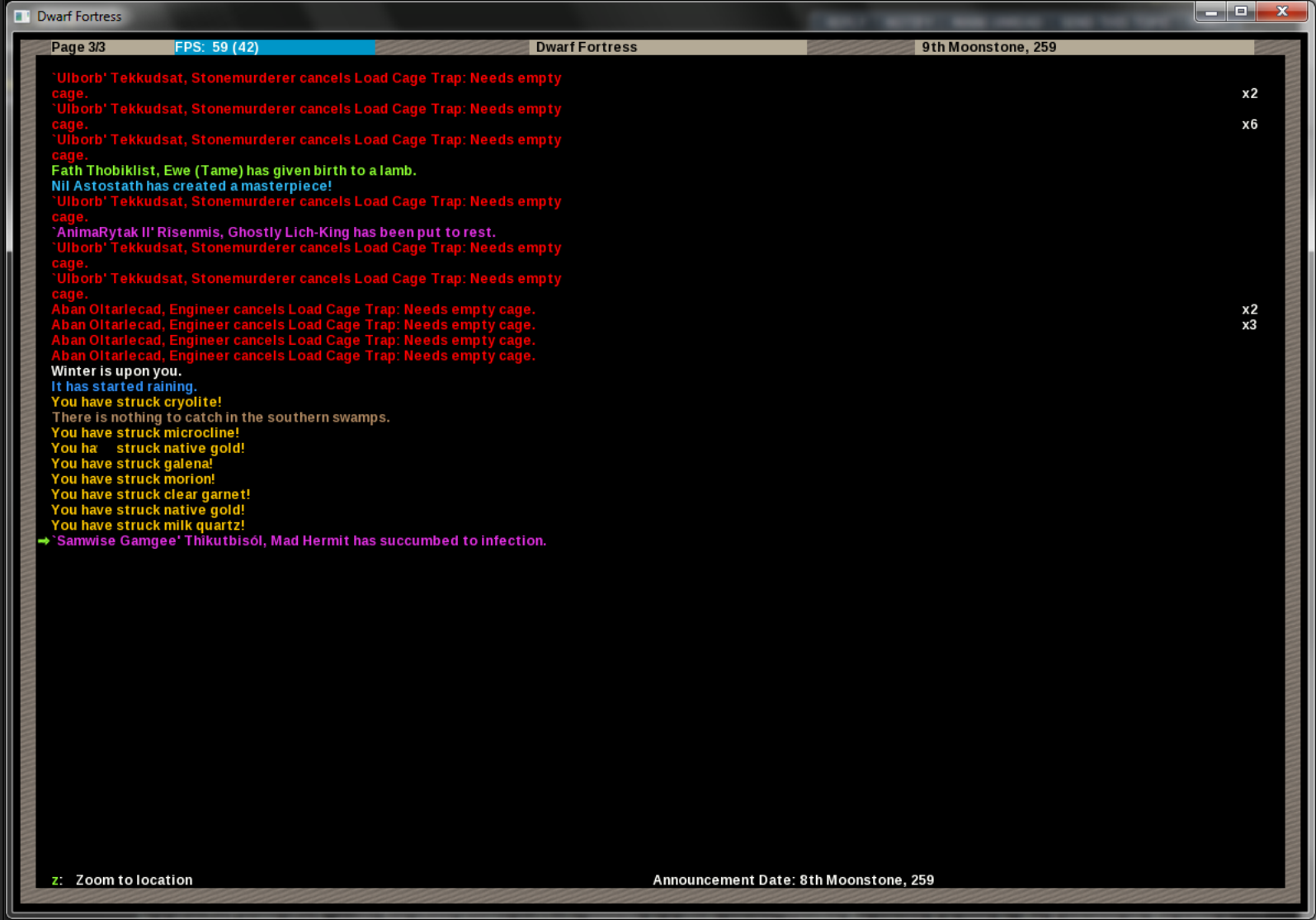


(http://s398.photobucket.com/user/Salisaad/media/Dwarven%20Fortress/Saint_zpsdba660bb.jpg.html)

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Urist McDwarfFortress** on **June 17, 2013, 01:19:21 pm**

Quote from: GentlemanRaptor on June 15, 2013, 08:08:11 pm

8th Moonstone
Damn shame. Samwise Gamgee succumbed to an infection today. Something could have been done for the poor bastard, if only his mother had stopped carrying him around and taken him to the hospital. Some people.
Spoiler (click to show/hide)



It was probably the wisest choice, really. Seeing as the Mad Fool is running our hospital!

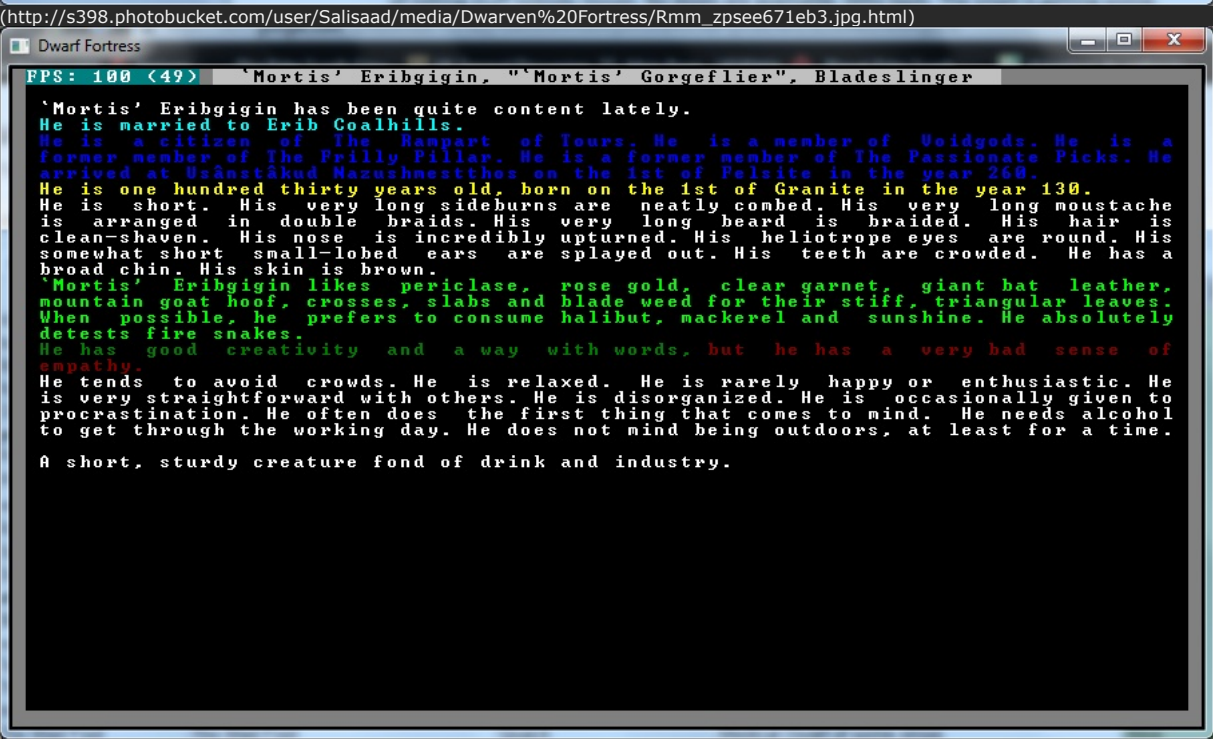
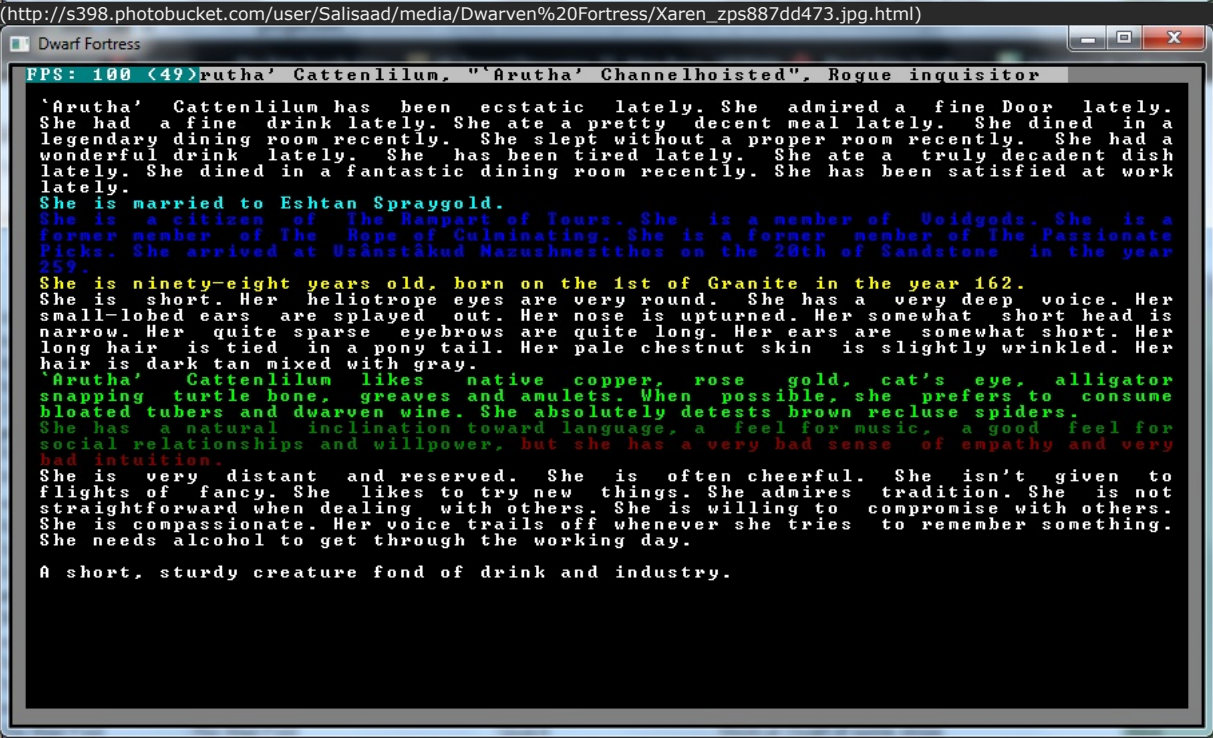
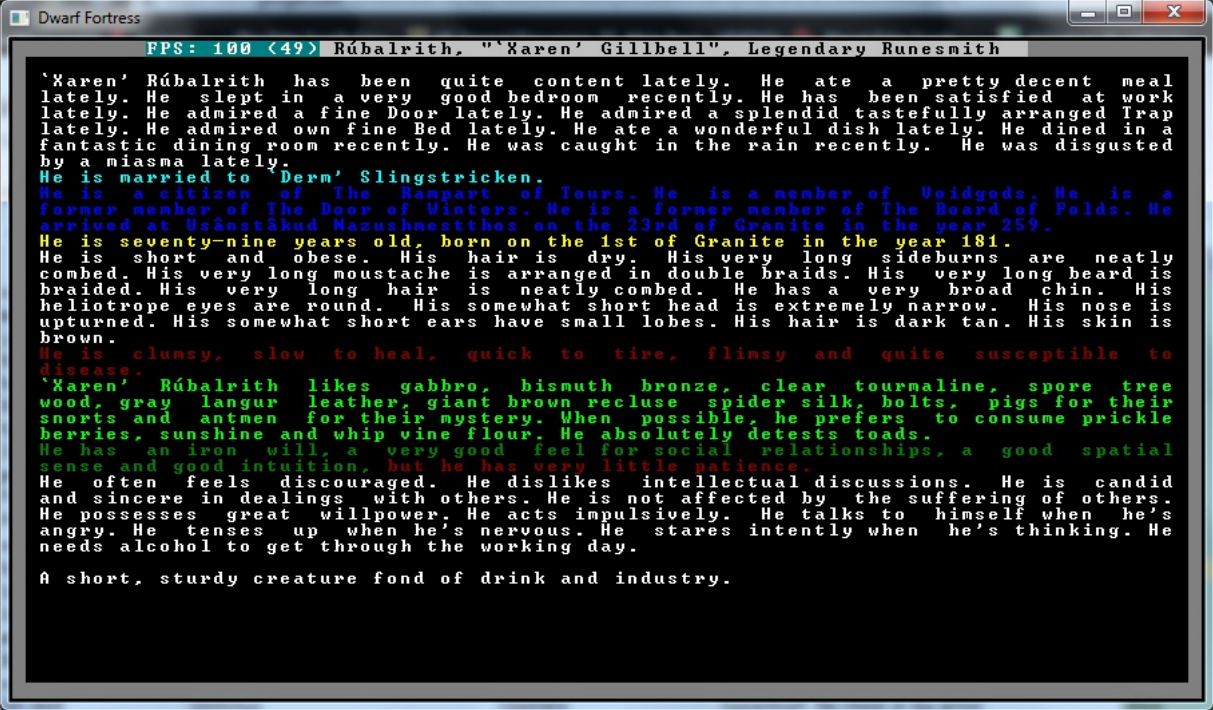
Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **June 17, 2013, 03:14:08 pm**

Journal of SanDiego, master of all things mechanical
Why is there a ghost in Litlbear's office?

Everything takes forever here. So much work, so little bodies. I started to reclaim some of the surface, along with some useful things. Butcher's shop is chock full of rotting stuff nobody moves. No doors are available. Ditto beds. The smell is getting worse.

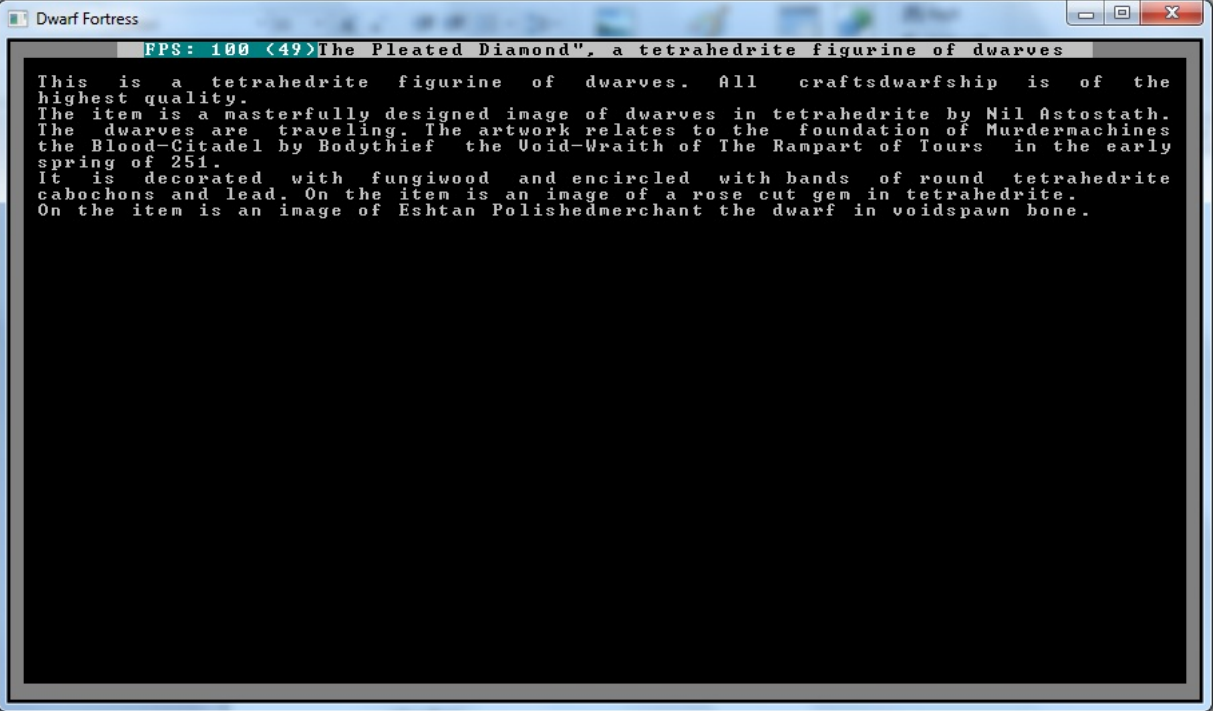
13th Slate 260
Finally, some doors are being made. Butcher's shop has been isolated to prevent further miasma spread. Raptor's new quarters are slowly getting furnished, but the simths are little lazy about the furniture.

22nd Slate 260
Removed Derm from brewing duty to remedy the smithing slowness. Also, we have new arrivals

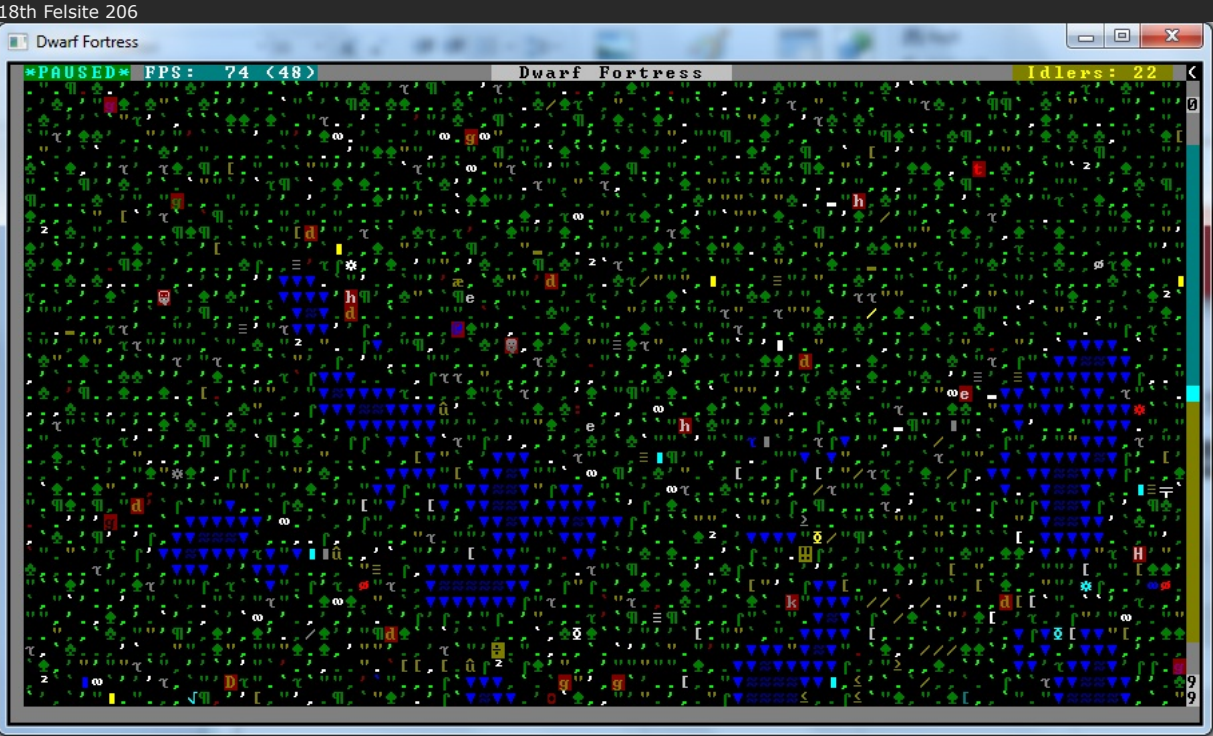


(http://s398.photobucket.com/user/Salisaad/media/Dwarven%20Fortress/Mortis_zps81a1a533.jpg.html)
OOC: that's it, everyone on dorfinator is dorfed, except those who are dead. If you want new dwarf, feel free to give yourself new entry in dorfinator and post here.

9th Felsite 206
An unclaimed crafts dwarf has been temporarily possessed by outside agent. However, the only outcome is this



(http://s398.photobucket.com/user/Salisaad/media/Dwarven%20Fortress/figurine_zps1060be41.jpg.html)
Also, Eoganchata has given birth to a baby girl.



(http://s398.photobucket.com/user/Salisaad/media/Dwarven%20Fortress/elves_zps92f95522.jpg.html)
An elven caravan has arrived. A welcome sight, as training and sparring gets boring rather fast. These two will prove a satisfying distraction, not to mention great training.
The baby boom continues! This time, Mad Fool is the mother. And it's a girl again.

21st Felsite 206
Damnations! The voidspawn are here once again! To arms!
Minkerrow was killed by voidspawn soldier swordsmaster, but NRDL and Saint hacked the vile beast apart while it dodged our bolts. In his absence, I have taken command of the squad.
Now, the gates closed, everyone has time to man their stations. The Void God har arrived. Prepare for the rest!
Void God arrived without any weapon and rushed out of gate to collect some equipment. As we could not stop him, we rushed to his aid, as he was punching another drone swordsmaster and others were rapidly approaching.
Void god is now surrounded, be we are not far away. He fights like an embodiment of death. Where his punch lands, a bone breaks. Wherever he bites, limbs fly away (OOC: despite arriving unarmed and unarmored for some reason, he just deprived the second swordsmaster of left lower arm, the entire right arm and several teeth just by biting)
Finally, in one chaotic meleé we have killed the vile voidspawn. Nobody died, despite the Void God, The Mad God, Dortimus and Tryrar getting hurt. AnimaRytak was bitten by voidspawn thrall and lost a lot of blood, but he is disregarding any medical care.
Thus ends the spring

OOC part
So, the spring was pretty uneventfull, except for the ambush. For some reason, Anima is unarmed and unarmored, but I'm trying to rectify this by launching the metalworks to full boom. Also, almost nobody died.
Also, here is a fort trivia: Anima's full name translates as Godden 'AnimaRytak' Roadcalls The Foggy Book of Maws.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **StLeibowitz** on **June 17, 2013, 03:57:58 pm**

found scrawled on a scrap of cat vellum in the main dining hall
From the Journal of Saint II, former Emperor and Empress of the Underground, etcetera and so on and so forth

...battle over. Killed a spawn. Tempted to mix blood with a shot of rum to see how it tastes, but I don' want to be the first in this fort to become a spawn. That honor goes to His Excellency, the Worshipful Booze-Sucking Kobold himself.

He was arrogant.
He was foolish.
He was bitten.

Also, he was stark naked. Now, while I do appreciate the draw of nude wrestling, perhaps sprinting out into an army of void-begotten horrors with it all hanging out was an ill-conceived notion? Maybe his purple robes and papal tiara got hot or something. Whatever the reason, I will be following him like a lion stalking its prey and watching him like the starving, obsessive offspring of an eagle and a hawk watches an obese mouse. It may have only been a Thrall...maybe.

But if he turns, I will exact my vengeance.

transcriptor's note: final words are blurred by stains of what seems to be rum, mud, and voidspawn squeezings. Rest of fragment contains scratched-out recipes for rum roasts.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **kefkakrazy** on **June 17, 2013, 05:00:33 pm**

If there are people dead on the dorfinator, who haven't been redorfed, and if you've got warm bodies laying around, go ahead and redorf the deaders. Part of the reason I put that together was so that people's redorf requests wouldn't get lost in the thread.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **ArchAIngel** on **June 17, 2013, 06:25:22 pm**

Get some steel production going. Also, get a better weapon for the void god. More killy is always better killy.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Lolfail0009** on **June 17, 2013, 06:51:22 pm**

Quote from: ArchAIngel on June 17, 2013, 06:25:22 pm
Get some steel production going. Also, get a better weapon for the void god. More killy is always better killy.

The VG needs an adamantine hammer.
Which he will mine slade with.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **ArchAIngel** on **June 17, 2013, 06:56:38 pm**

Quote from: Lolfail0009 on June 17, 2013, 06:51:22 pm
Quote from: ArchAIngel on June 17, 2013, 06:25:22 pm
Get some steel production going. Also, get a better weapon for the void god. More killy is always better killy.

The VG needs an adamantine hammer.
Which he will mine slade with.

He uses a axe. Hammers would be a bad idea.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **June 17, 2013, 07:13:49 pm**

Quote from: Lofail0009 on June 17, 2013, 06:51:22 pm
The VG needs an adamantine hammer.
Which he will mine slade with.

If something, I will give him an adamantine teeth. Remember - he bit off several body parts of a voidspawn soldiers, including teeth. Now, picture that in your mind.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **ArchAngel** on **June 17, 2013, 07:19:13 pm**

Quote from: SanDiego on June 17, 2013, 07:13:49 pm
Quote from: Lofail0009 on June 17, 2013, 06:51:22 pm
The VG needs an adamantine hammer.
Which he will mine slade with.
If something, I will give him an adamantine teeth. Remember - he bit off several body parts of a voidspawn soldiers, including teeth. Now, picture that in your mind.

Worst. Make-out. Ever.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **scaliper** on **June 17, 2013, 08:59:37 pm**

So I'm led to believe my dorf died to mysterious circumstances. What's the word on that?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **kefkakrazy** on **June 18, 2013, 09:38:17 am**

Quote from: scaliper on June 17, 2013, 08:59:37 pm
So I'm led to believe my dorf died to mysterious circumstances. What's the word on that?

I have bad news, Scaliper.

It was suicide.

[Bookkeeper's note: Any and all deaths occurring at Murdermachines are classified officially as "suicide;" anyone stupid enough to go there knows what they're getting into.]

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Urist Mc!Science!!** on **June 19, 2013, 12:44:50 am**

Please redorf me when you get the chance! Can't believe I died so soon

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **June 19, 2013, 06:10:40 am**

Hello,
sorry about the speed (or lack thereof) of the updates. The temperatures where I live started to climb all the way to 38°C (that's cca 100 °F for those unfortunate who use this scale) which is a point, where my termoregulation just gives up, so I play just in the evening when it gets cooler. I will post the entire summer when I have it.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Lofail0009** on **June 19, 2013, 06:23:51 am**

Pun intended?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **pregarrett** on **June 19, 2013, 07:17:42 am**

Quote from: SanDiego on June 19, 2013, 06:10:40 am
Hello,
sorry about the speed (or lack thereof) of the updates. The temperatures where I live started to climb all the way to 38°C (that's cca 100 °F for those unfortunate who use this scale) which is a point, where my termoregulation just gives up, so I play just in the evening when it gets cooler. I will post the entire summer when I have it.

Quote from: Lofail0009 on June 19, 2013, 06:23:51 am
Pun intended?

*a joke about **Scorching** biomes that melt your fat off*

*Summertime and the livin' is easy
Fish are jumpin' and the cotton is high*

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **June 19, 2013, 12:02:59 pm**

Quote from: scaliper on June 17, 2013, 08:59:37 pm
So I'm led to believe my dorf died to mysterious circumstances. What's the word on that?

The only mysterious thing about you is that you are STILL ALIVE. Of course, you have compound fracture in one of your nails (infected) which keeps you in hospital, but you live nonetheless.

EDIT: Need confirmation - I have dwarf without nickname and proffesion of axe-crazy. Is this Baelor (NRDL)? If so, how-manyeth Baelor?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Urist Mc Dwarf** on **June 20, 2013, 09:34:23 am**

Anything happen to my dwarf yet?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **June 20, 2013, 09:47:24 am**

Unless I missed something, you still live.

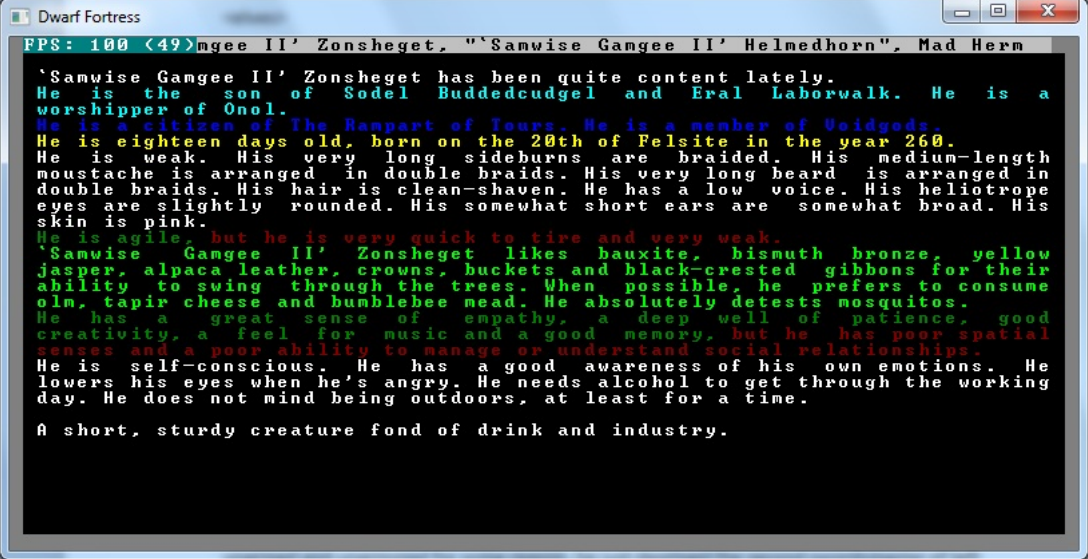
Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **DrTaco** on **June 21, 2013, 12:05:54 pm**

I've added myself to the list of those who wish to be Dorf'd. This was too good of an opportunity to pass up.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **June 21, 2013, 03:05:29 pm**

Summer update! Action! Blood! Rotting corpses!

Journal of SanDiego, master of all things mechanical
10th Hematite 206
Our ranks swell, as Derm has given birth to a boy. Also, Axe-crazy is tantruming. He punched Rmm severael times, tearing his middle spine. I fear Rmm may never properly recover. He is being carried into chamber of horrors hospital. Also, Samwise returns, this time possessing Mad Fools son.



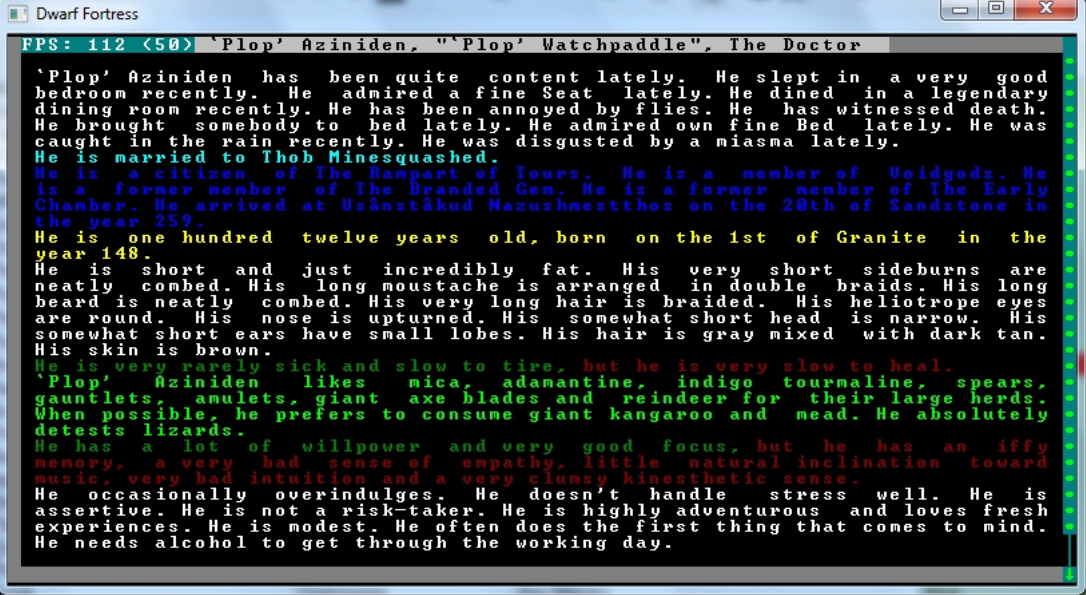
(http://s398.photobucket.com/user/Salisaad/media/Dwarven%20Fortress/Samwise_zpsd4131ab0.jpg.html)
Not a day later, Rmm succumbed to his wounds. Axe-crazy shall be punished.
15th Hematite 206
In the light of recent events, I'm establishing a jail not far from Raptor's office. Further notable events: Oryx has reached axelord status. Rmm's corpse is still lying in the temple, unburied. I'm including a sketch of the scene, which I hope will serve as a stimulus to expedite his burial.



(http://s398.photobucket.com/user/Salisaad/media/Dwarven%20Fortress/Rmmdead_zps9dfb5d53.jpg.html)
Also, Minkerrow has returned to take his place at our side.



(http://s398.photobucket.com/user/Salisaad/media/Dwarven%20Fortress/Minkerrow_zpsfe26e03a.jpg.html)
What? No iron bars? How is that possible! To the smelters!
22nd Hematite 206
VoicesintheFan gave birth today. I wonder, what we will do with such an abundance of babies.
What do you mean we have NO ore? Miners!
26th Hematite 206
Crisis averted, lode of magnetite struck by miners. Excavation in progress. Also, while reviewing our stocks, I noticed that large amount of quality armor is marked as forbidden. I have rectified that.
11th Malachite 206
We have midsummer migrants. Also, our fresh mayor banned export of bucklers. Whatever.
25th Malachite 206
Today, Urist McDeath and I had a minor injury in our danger room. I wonder, what genius put that sharp spear in there. I'm just mildly bruised, but Urist has a cut on his leg. He opted to visit Mad Fool for healing, but I know better. Also, Raptor's son (whom's father is NCommander) has sustained a fracturd leg, but he'll manage.
(OOC: seriously, there is exactly ONE sharp wooden spear and every time some baby buys it. Nobody died just yet. I mean, not on my turn.)
Also, one of the new migrants got snatched by some butcher.



(http://s398.photobucket.com/user/Salisaad/media/Dwarven%20Fortress/Plop_zps22918432.jpg.html)
5th Galena 206
An unclaimed vessel has been once again possessed by an outside agent. I dearly hope something useful comes out this time. But as this is a clothier, I seriously doubt it. Mining operations go smoothly. Void God has even acquired a steel mail and shield. I started the smelting process down at the forges. Also, my body has given birth once again, this time it's son.
16th Galena 206
Human caravan! Most excelent. On a more sober note, voidspawn siege arrived a moment later. Lockdown! Sixteen voidspawn, mostly swordsmen and swordmasters, accompanied by one hammer lord. I'm told one of the swordmasters is an overlord. I do not think this bodes well for us. Nonetheless, we mass topside, gates closed while we position. Engineers rush to their posts, aiming their deadly payload. Somehow, Peregarrete has been caught outside, and now fights a voidspawn drone. Unfortunately, that was too much to handle for Peregarrete.
23rd Galena 206
Voidspawn are at our gates. Ballista fire has hit them, but not before they caught up with atomic avocado.



(http://s398.photobucket.com/user/Salisaad/media/Dwarven%20Fortress/voidbalista_zps2a270209.jpg.html)
Some have been caught in the cage traps, but nowhere near enough. My strategic decision is to stall for a while, to give engineers chance to reload our great machines of war.
26th Galena 206
Voidspawn now fight the human caravan. Engineers have returned with ammunition and are ready to fire. More of those foolish voidspawn fell to our cage traps. I'm ready to give the 'open gates' command. It's now or never. Open the gates! Glory! Battle!
The overlord charged in first, dodging all ballista bolts while our cowardly engineers run. Void God has crushed his spine and everyone piled up on the now paralyzed overlord, devastating his body. Rest of the voidspawn has arrived. Everything turns into one chaotic meleé. I saw no less than three more voidspawn go down in the first moments.
4 th Limestone 206
I belive the strength of our besiegers is broken. They keep fighting, but no longer as a whole. We may live through this after all. Those who can retreat at their top speed, but some can't. Our mighty warriors wage terrible vengeance on those who are left behind. Many have been hurt and I do not know how long they will live, but only Peregarrete and AtomicAvocado have perished.

OOC part: this season has been pretty tame, but got a lot more exciting towards the end. Enormous loads of quality armour was forbidden, so I rectified that. Ballistas worked (mosly bruising guts and breaking bones, voidspawn now have steel mail shirts). Didn't kill *too* much people. Pretty succesful season. Rmm's corpse is still there. Not enough coffins. Nobody makes them. Too much corpses.

Glorious!

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **squiddwarf16** on **June 22, 2013, 01:17:52 am**

So somehow after I killed the kobold I stopped receiving Emails whenever there was a reply. Anyways, can I see my dwarfs status?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Urist Mc Dwarf** on **June 22, 2013, 07:12:43 am**

did I get any kills? could you post my logs?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **NRDL** on **June 22, 2013, 07:25:48 am**

Quote from: Urist Mc Dwarf on June 22, 2013, 07:12:43 am
did I get any kills? could you post my logs?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **June 22, 2013, 07:31:45 am**

Quote from: NRDL on June 22, 2013, 07:25:48 am
Quote from: Urist Mc Dwarf on June 22, 2013, 07:12:43 am
did I get any kills? could you post my logs?

Unless you are the nameless dwarf with proffesion axe-crazy, then you lie in a nice coffin.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **StLeibowitz** on **June 22, 2013, 10:05:55 pm**

So, does that mean everyone who fought died, or does that just apply to him? If I killed anything of note, I'd like to know, too.

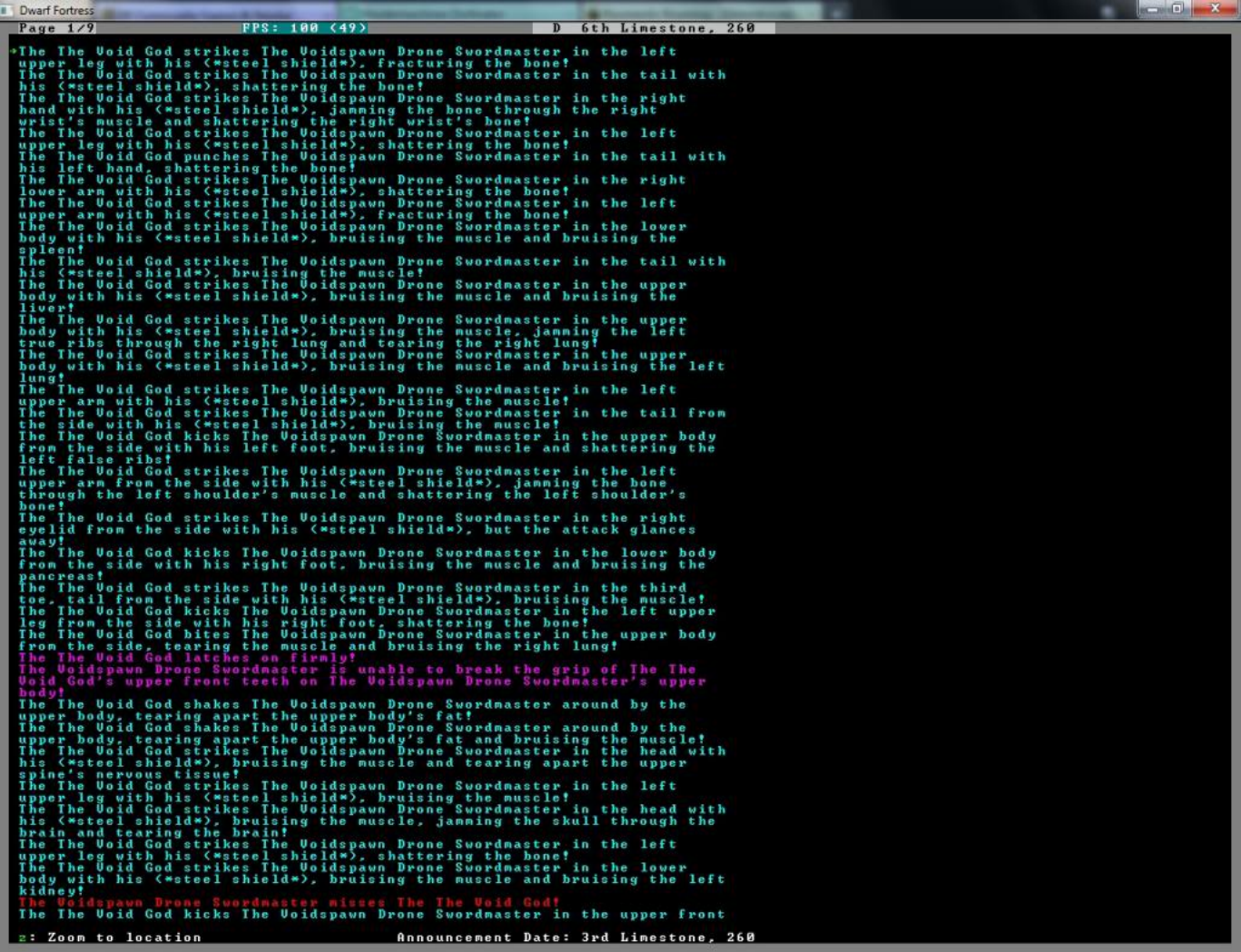
Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **June 23, 2013, 05:01:20 am**

No, the only notable people who died (yet, we have a lot of wounded) are AtomicAvocado and Peregarrete, who were stranded outside when I shut gates. The issue with NRDL is, that in old murdermachines he had Baelor the axe-crazy. Now, I have nameless dwarf with axe-crazy proffesion. I also have a coffin that holds NRDL. Also, I seem to have two Saints - one in name and the other in proffesion. I'll post the logs later today.

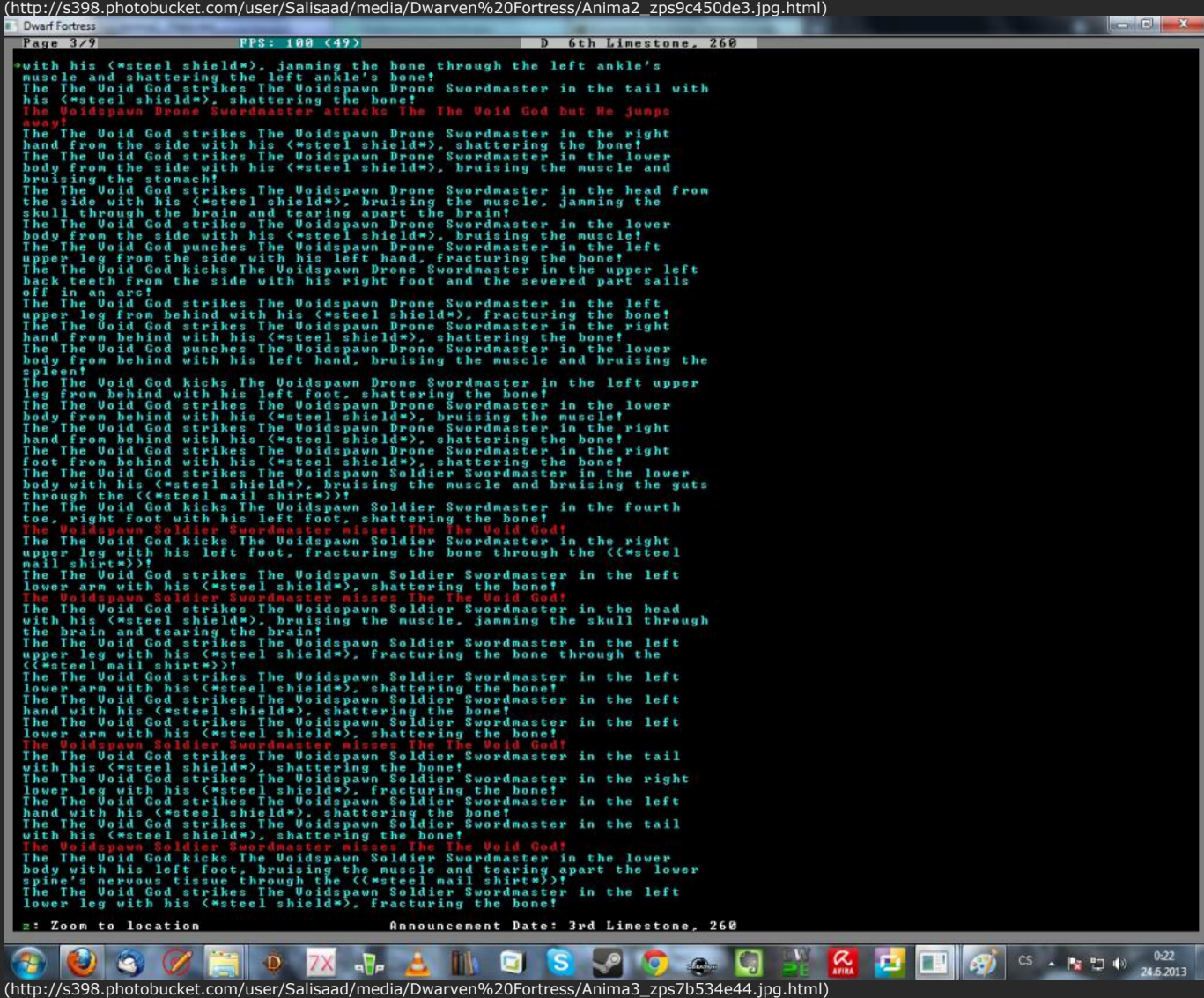
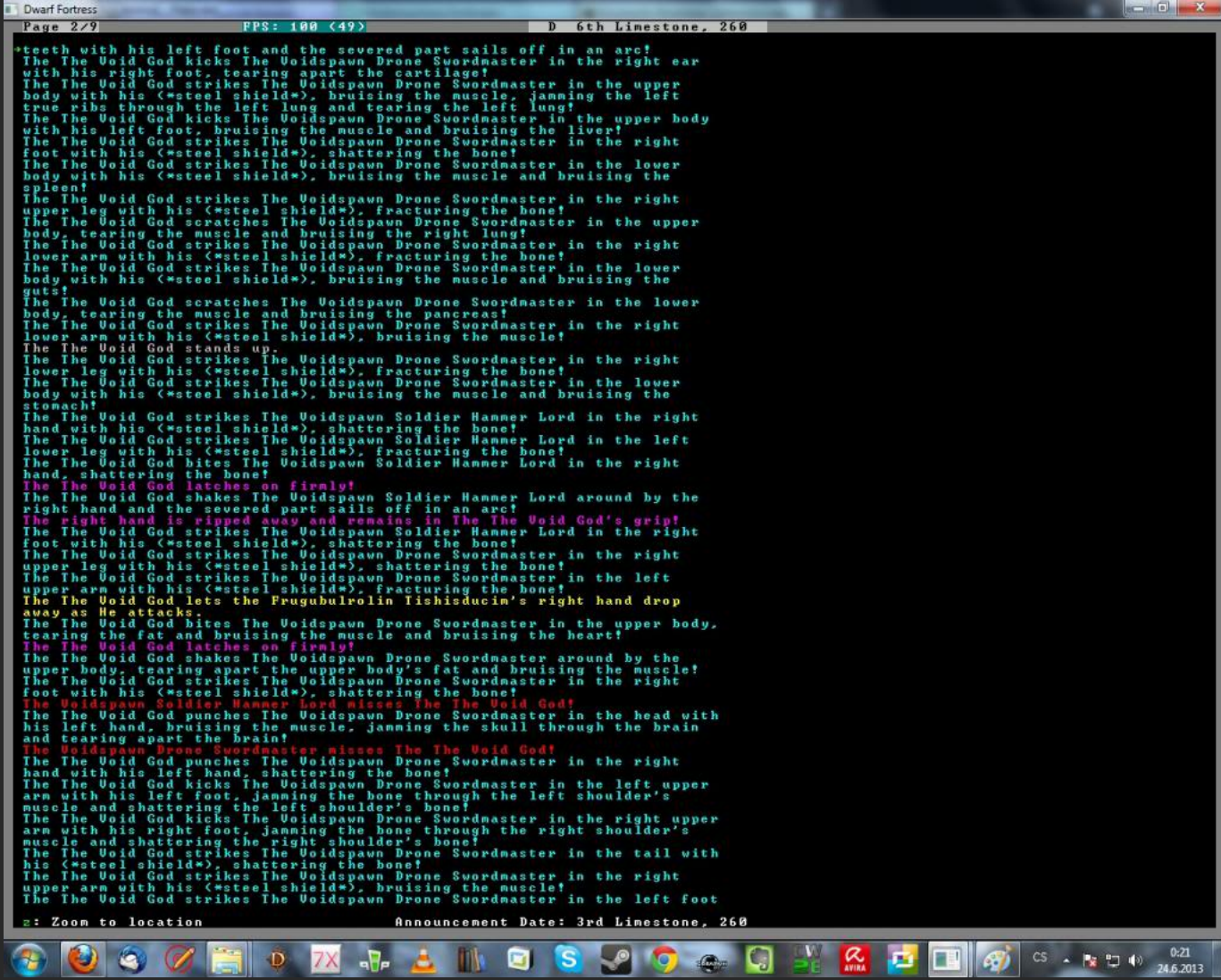
Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **June 23, 2013, 05:37:04 pm**

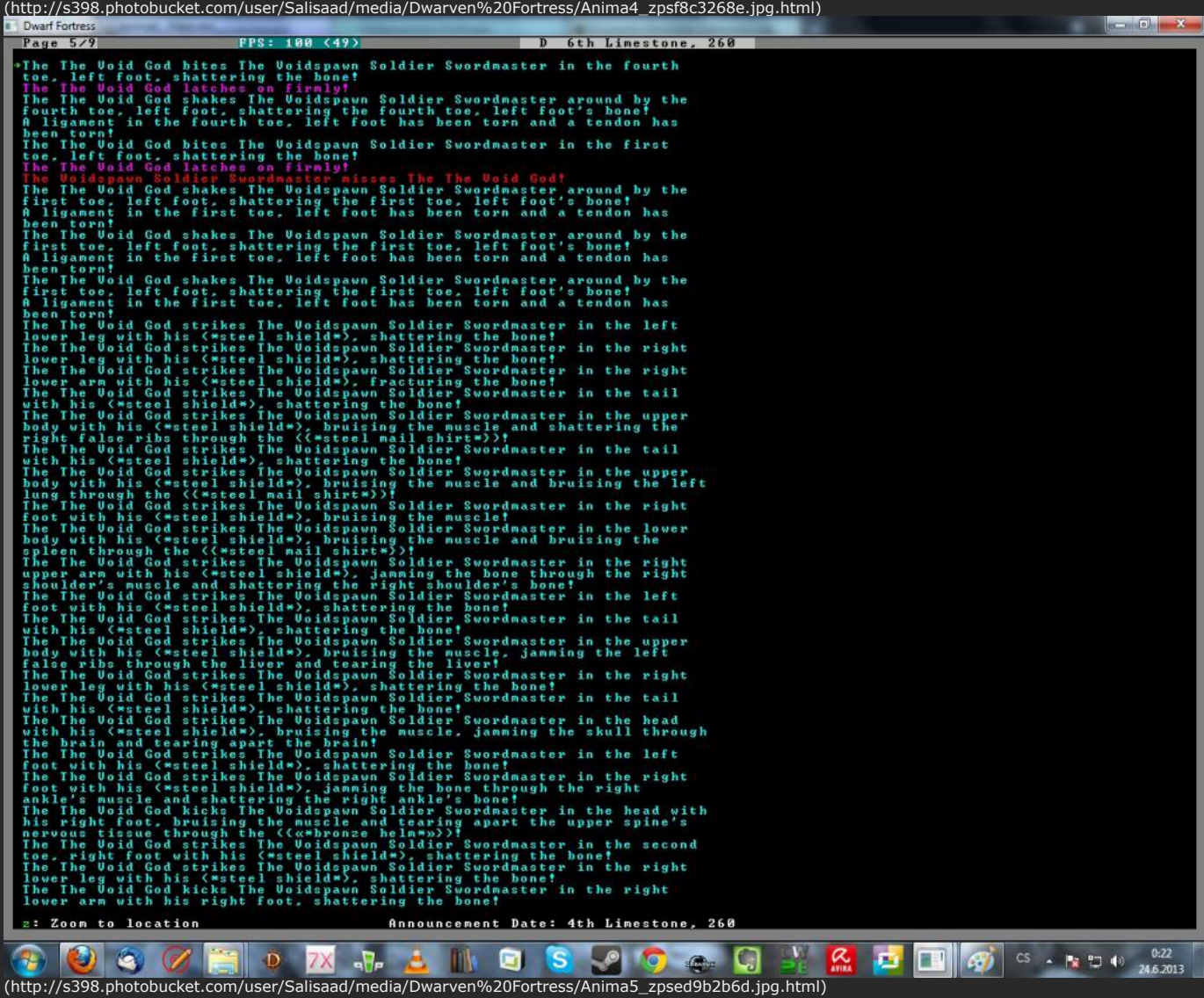
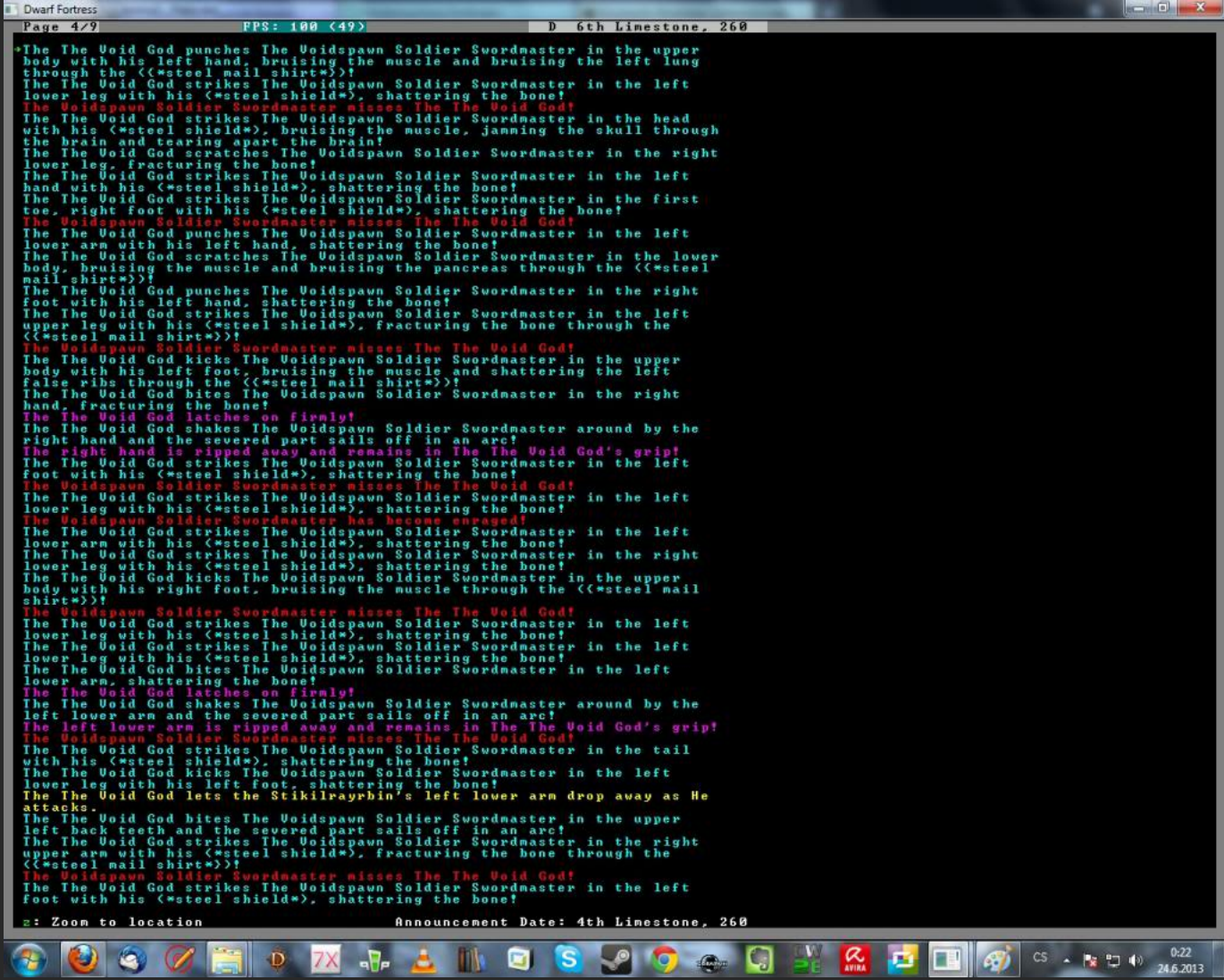
Quote from: squiddwarf16 on June 22, 2013, 01:17:52 am
So somehow after I killed the kobold I stopped receiving Emails whenever there was a reply. Anyways, can I see my dwarfs status?

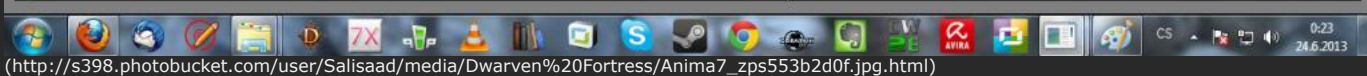
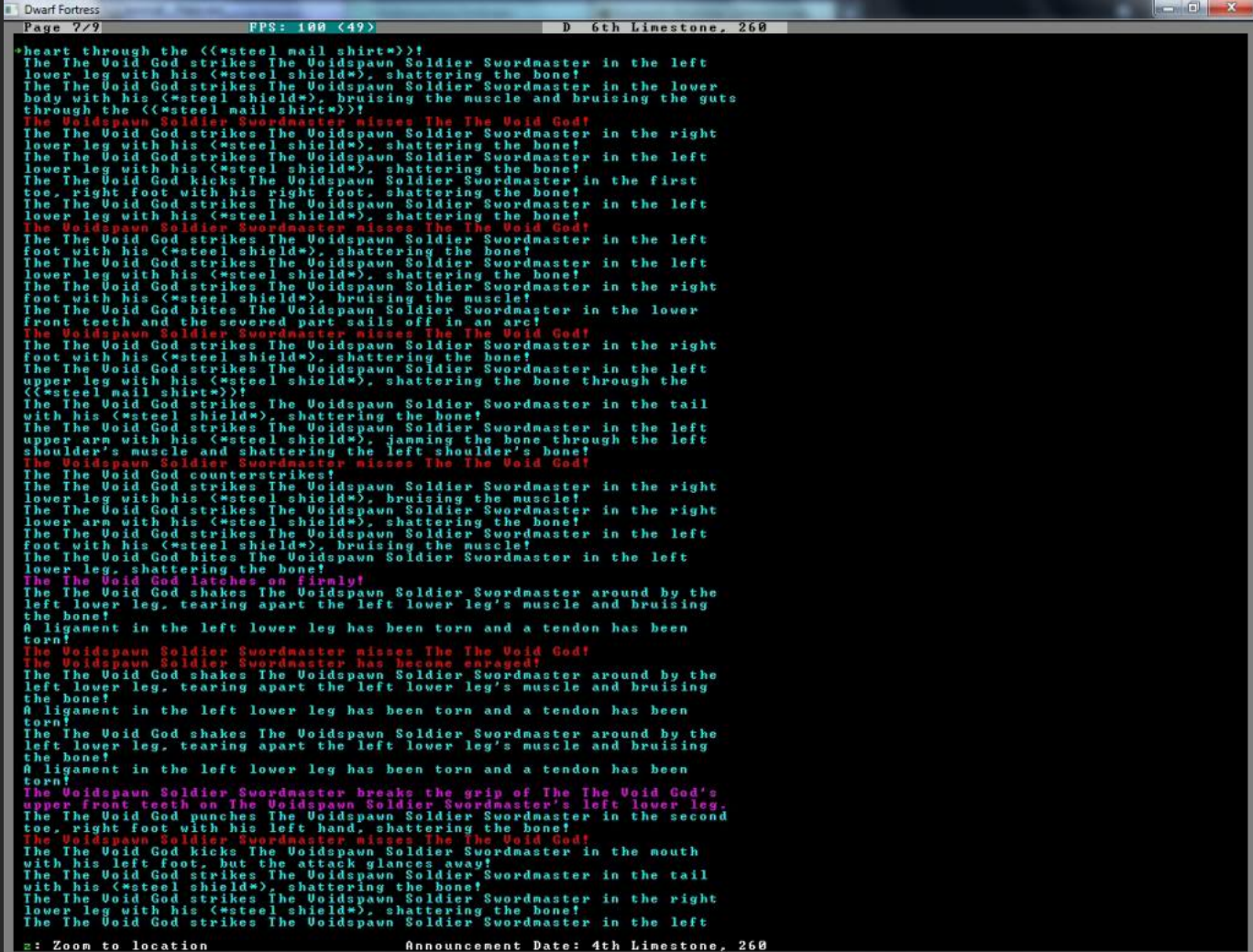
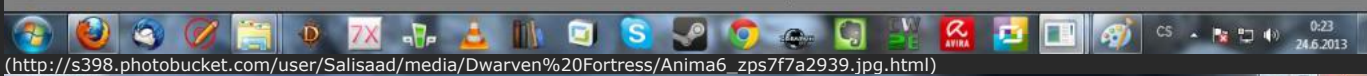
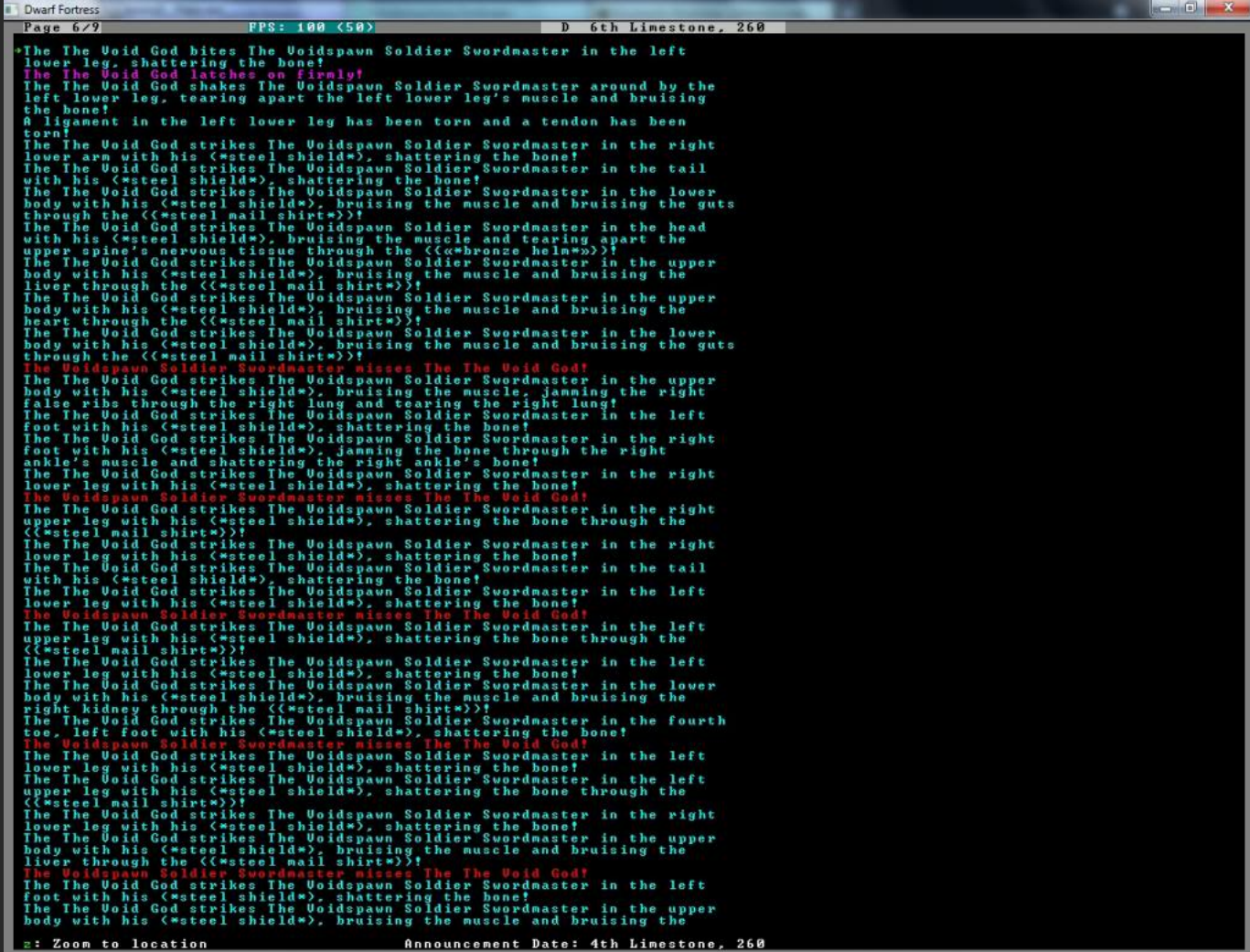
Strange. You are not amongst the living nor are you listed amongsts the dead. I shall dorf you at next opportunity.
Ande here cometh interesting and requested logs:
First, the Void God. It's really scary sometimes
Spoiler (click to show/hide)

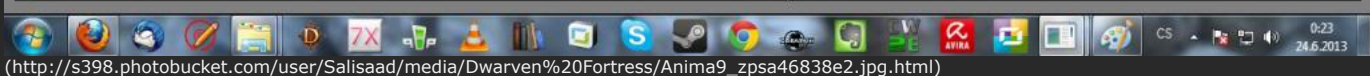
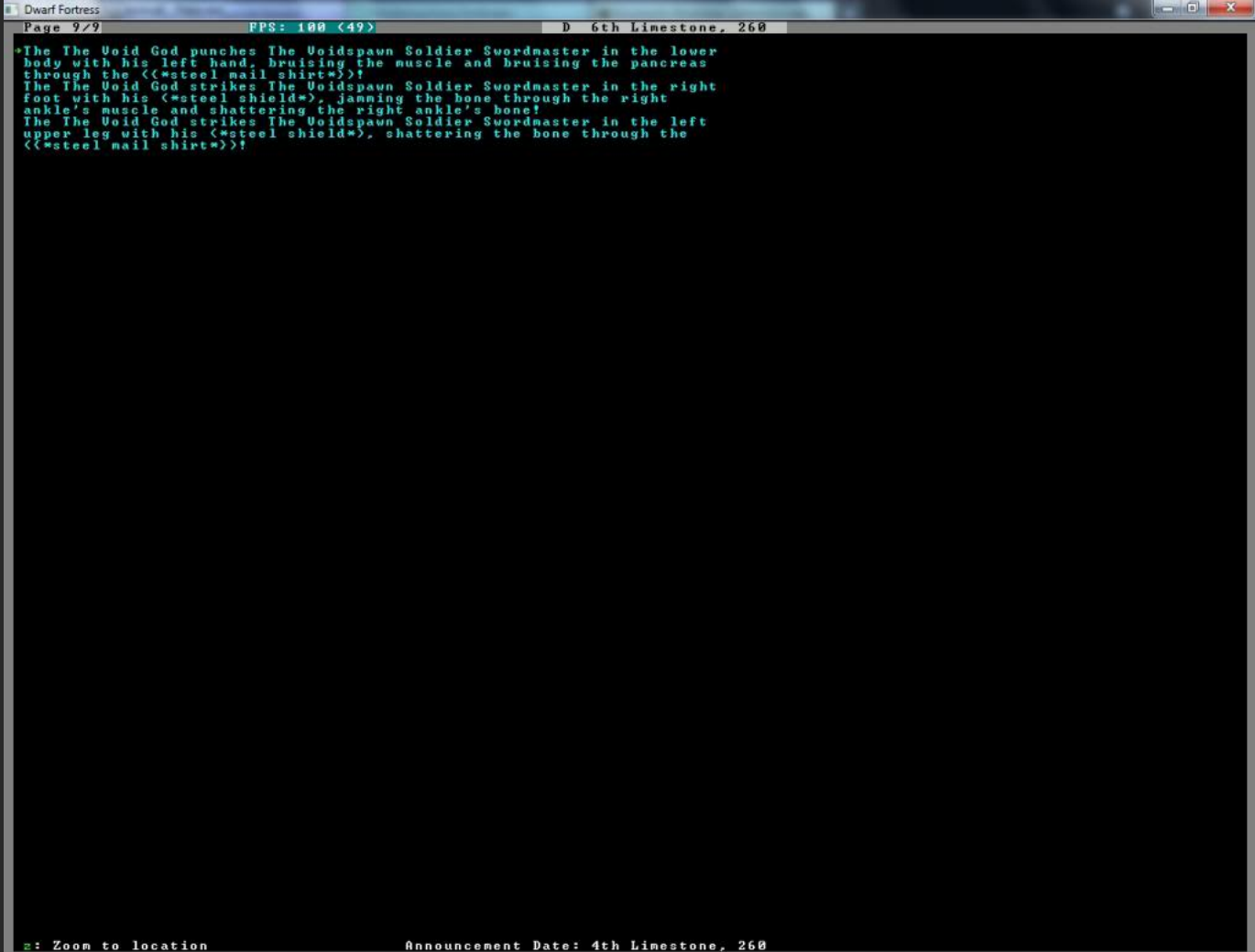
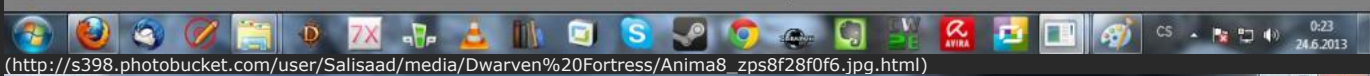
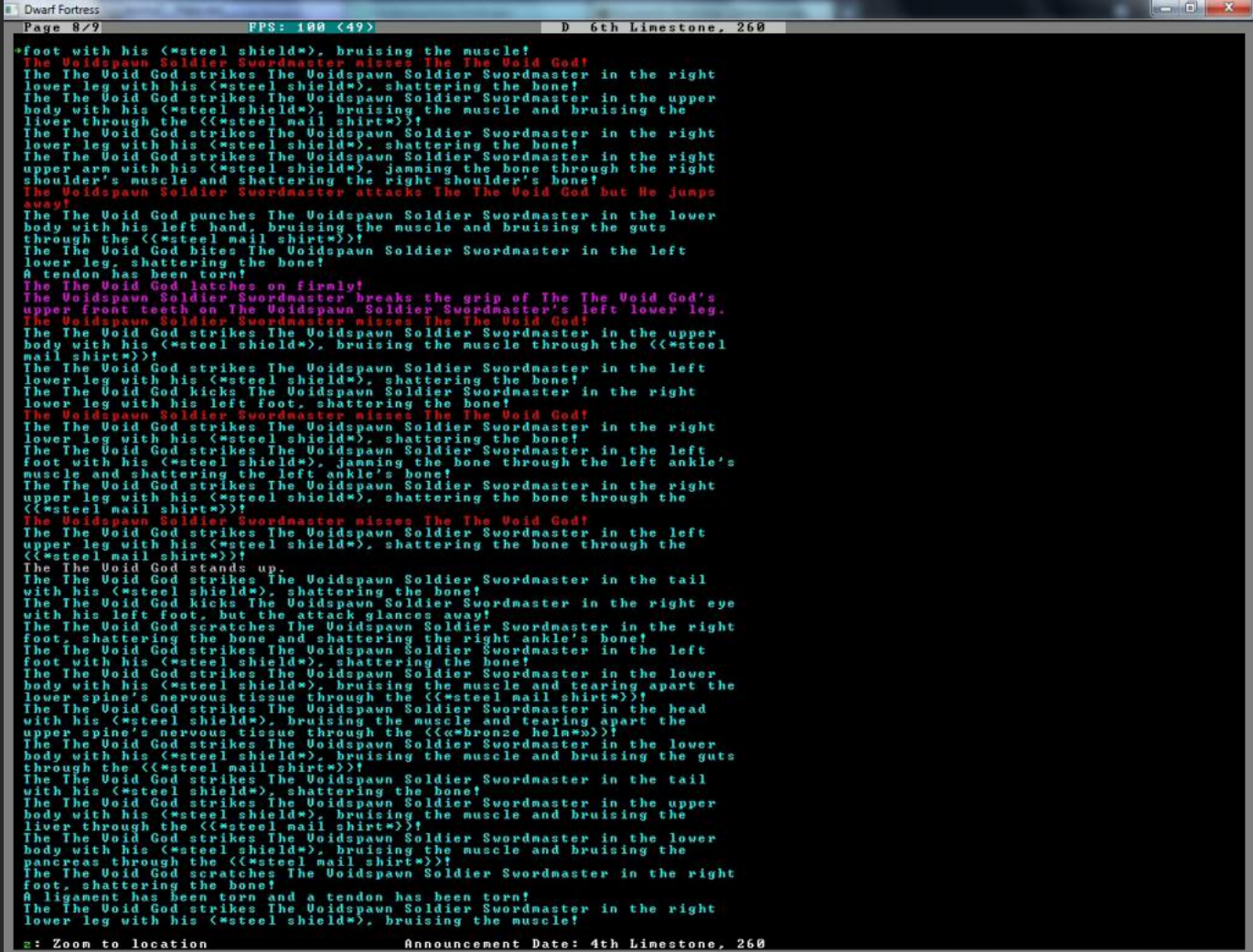


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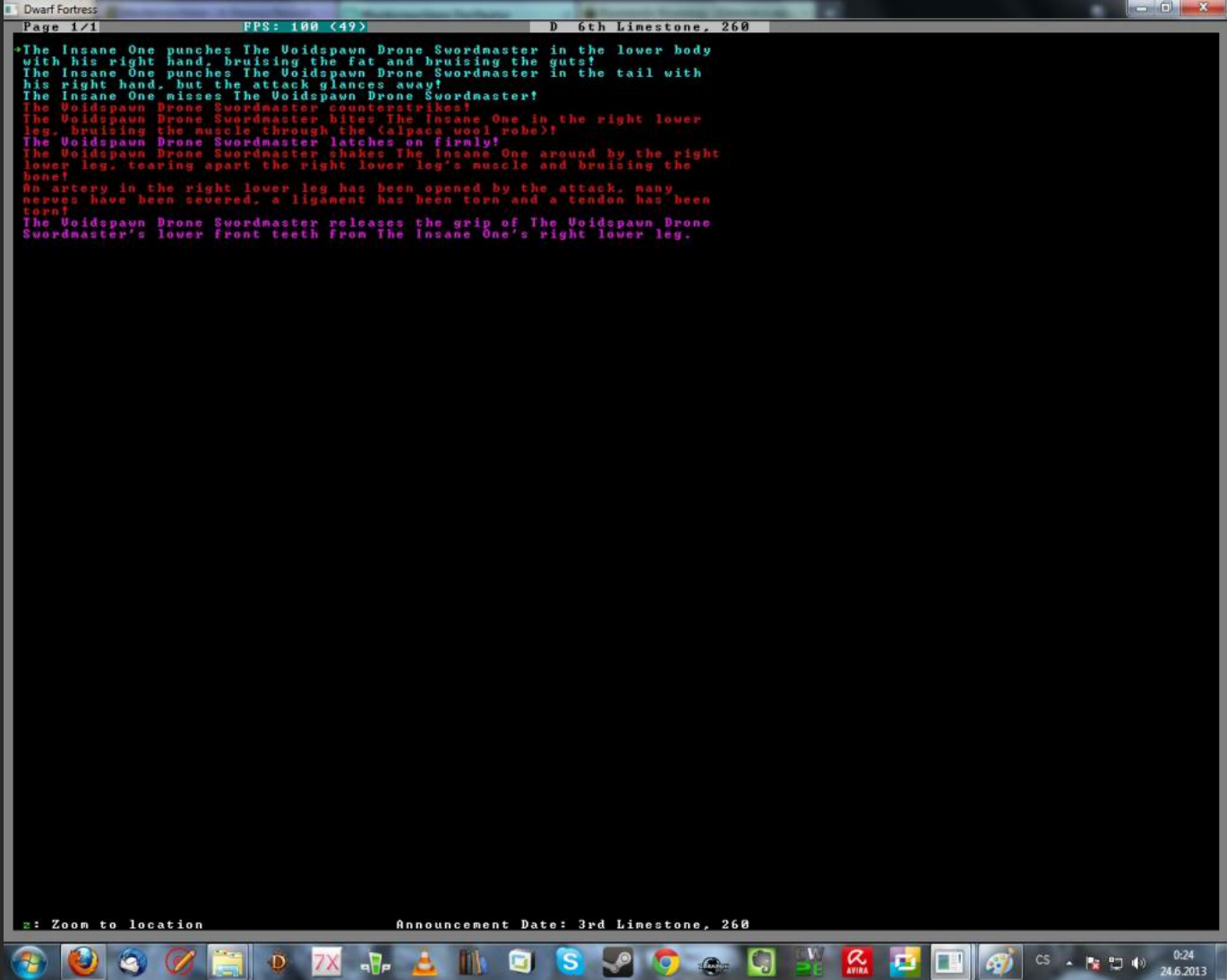








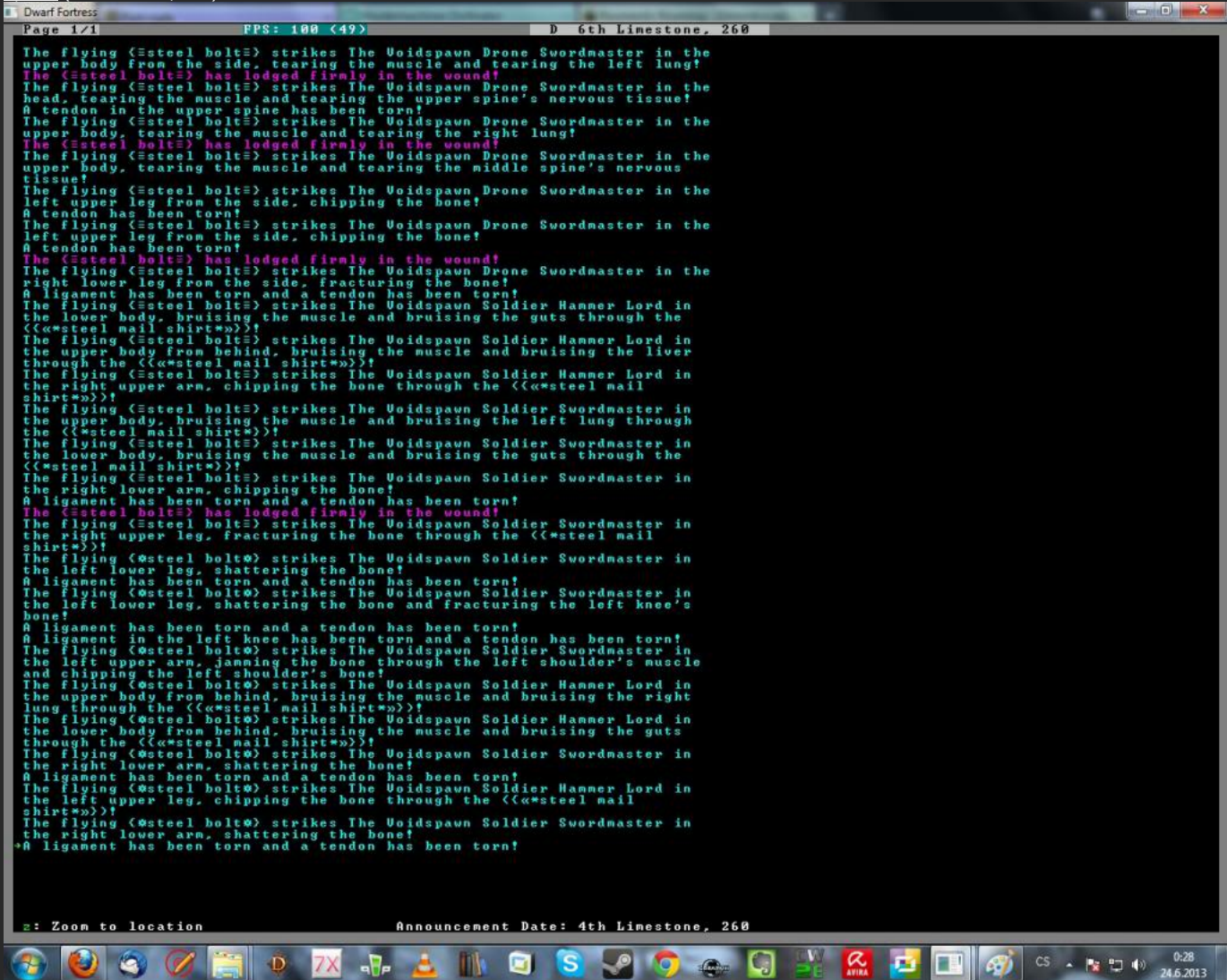
Now, Urist McDwarf
[Spoiler](#) (click to show/hide)



(http://s398.photobucket.com/user/Salisaad/media/Dwarven%20Fortress/InsaneOne_zpsb500df71.jpg.html)

And finally, Raptor

Spoiler (click to show/hide)



(http://s398.photobucket.com/user/Salisaad/media/Dwarven%20Fortress/Raptor_zps45409e73.jpg.html)

Many more had participated, but their logs are now lost in the depths of time.

Edit: sorry 'bout the double post.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **NRDL** on **June 24, 2013, 02:32:14 am**

Hmm...if it's alright, could I be re-dorfed? As Baelor the Healer, a doctor, please.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **Lolfail0009** on **June 24, 2013, 02:33:36 am**

Quote from: NRDL on June 24, 2013, 02:32:14 am

Hmm...if it's alright, could I be re-dorfed? As Baelor the Healer, a doctor, please.

Baelor? SAVING people? Pffffffftttttt. He will fuck the enemy up with yarn and a traction bench.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **peregarrett** on **June 24, 2013, 03:22:34 am**

Quote from: Lolfail0009 on June 24, 2013, 02:33:36 am

Quote from: NRDL on June 24, 2013, 02:32:14 am

Hmm...if it's alright, could I be re-dorfed? As Baelor the Healer, a doctor, please.

Baelor? SAVING people? Pffffffftttttt. He will fuck the enemy up with yarn and a traction bench.

"I SHALL SAVE YOU FROM HEART ATTACK!" *tears the heart out of patient's chest through the ribs*

Also, redorf me back... unless my dorf survived the siege, even in a form of voidspawn transform.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **SanDiego** on **June 24, 2013, 09:29:29 am**

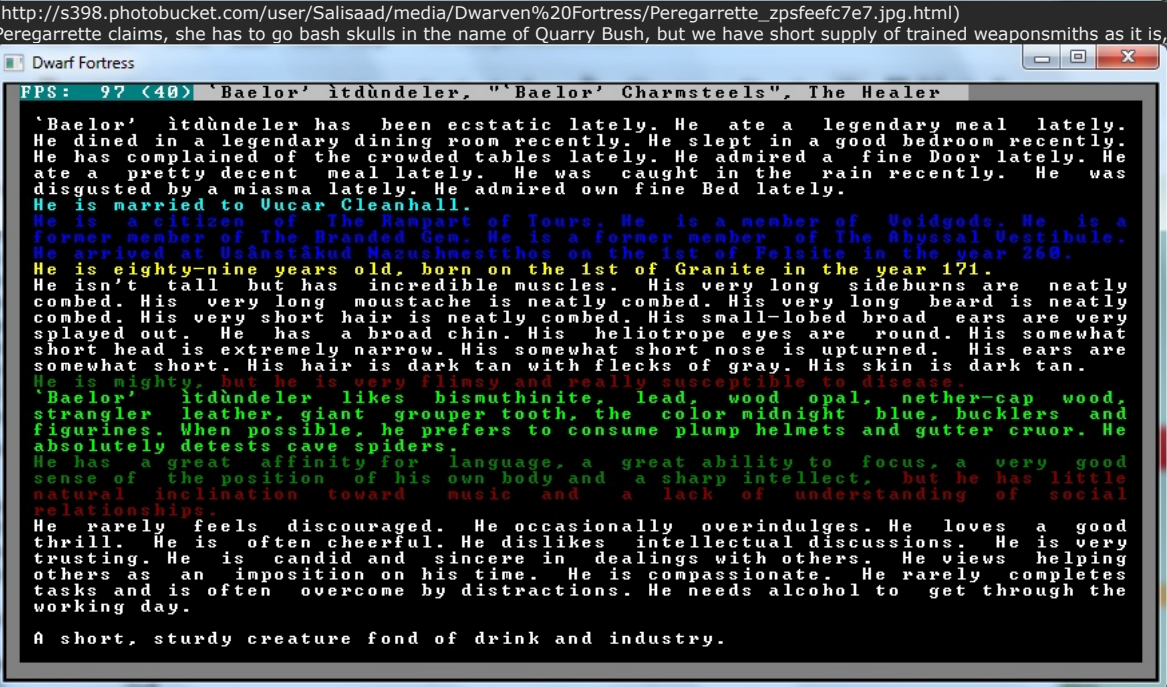
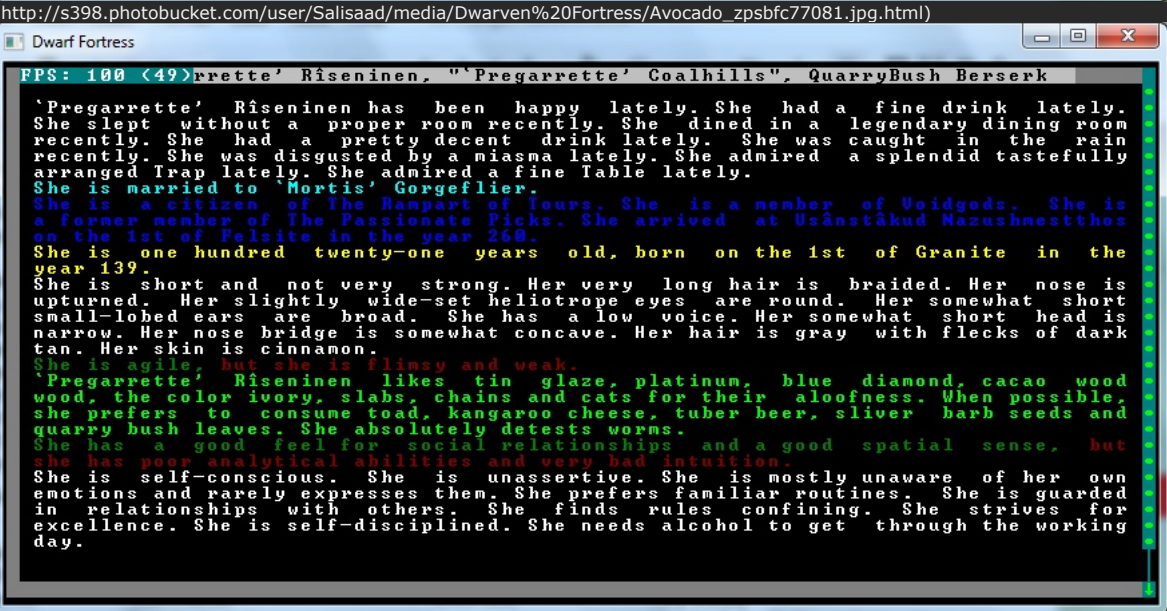
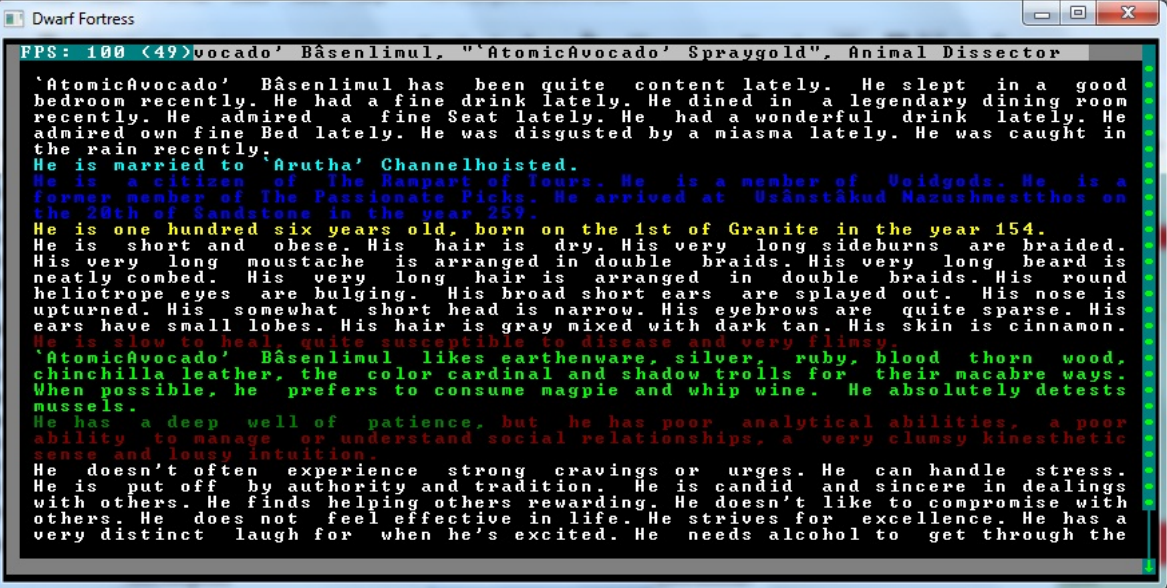
Good news - everyone on Dorfinator has been successfully dorfed. Sometimes... compromises had to be made, but everyone is there! Will attempt to update later today.

-----UPDATE-----

Journal of SanDiego, master of all things mechanical

8th Limestone 206

Our wounded were transported to the hospital. Tryrar, Microblighted, Dortimus, Mortis, Brokenmind, Baltharaaz, and Scaliper now lie in hospital. Urist McDead and Axe-crazy still lie wounded up top. Void God, as always, refused treatment. We lack buckets, so I immediately ordered some more to be constructed. Also, people are coming back.



(http://s398.photobucket.com/user/Salisaad/media/Dwarven%20Fortress/Baelor_zpsed753369.jpg.html)

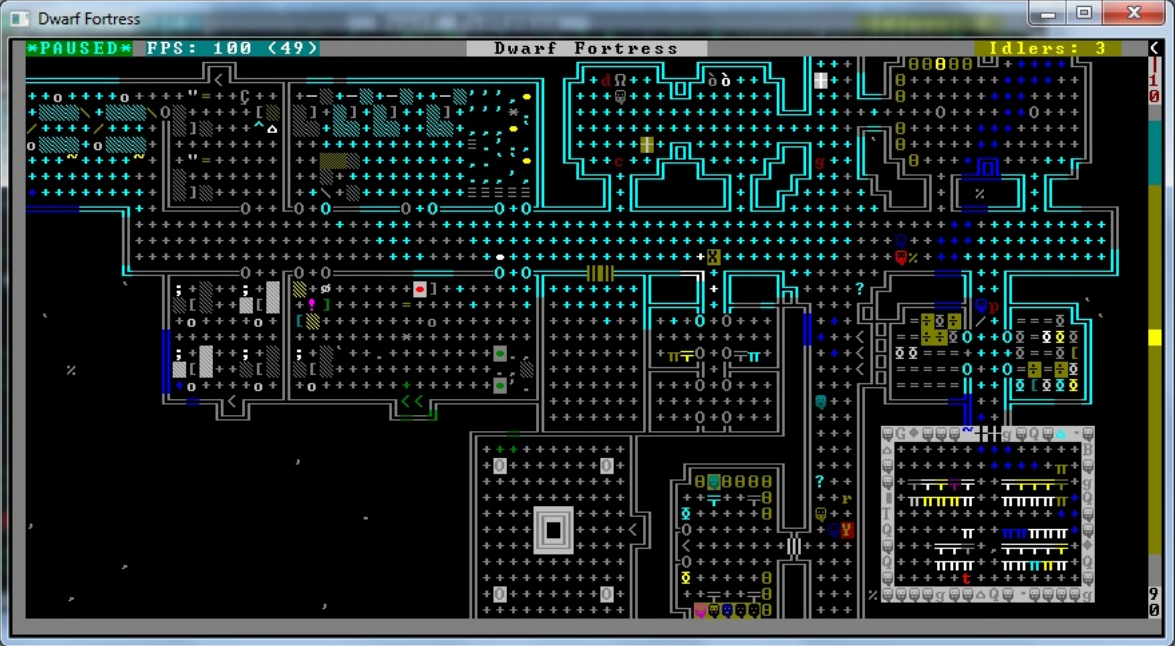
Baelor claims to be expert healer, but it sure doesn't show. Well, we have a distinct shortage of medical personell as well, so he might jump right in. (OOC: Because no 'proper' doctor was available, I grabbed a Soap Maker and made him doctor. Also, I found it hilarious that our wounded would be tended to by Mad Fool and unskilled Baelor)

Right now, I have some time to make a few sketches of the fort. First sketch: Topside. Please note the piles of body parts and pools of blood and other liquids.

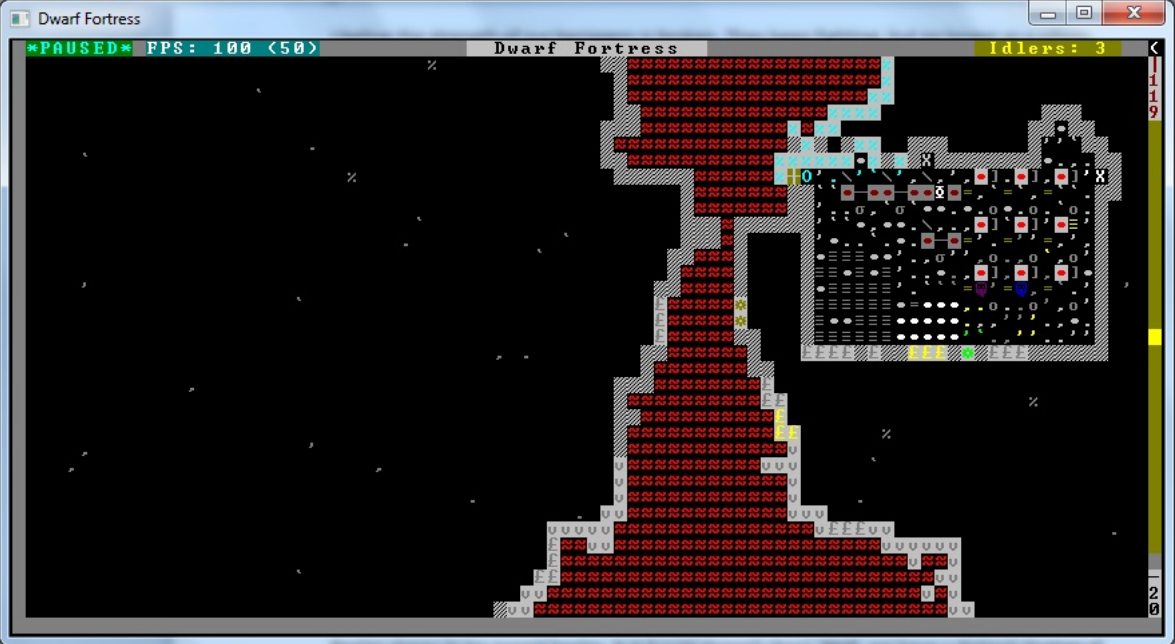


(http://s398.photobucket.com/user/Salisaad/media/Dwarven%20Fortress/topside_zps3db6f55c.jpg.html)

Sketch two: crafting area. Please note all those workshops nobody works in and a clothier that is scheduled to go berserk any time now.



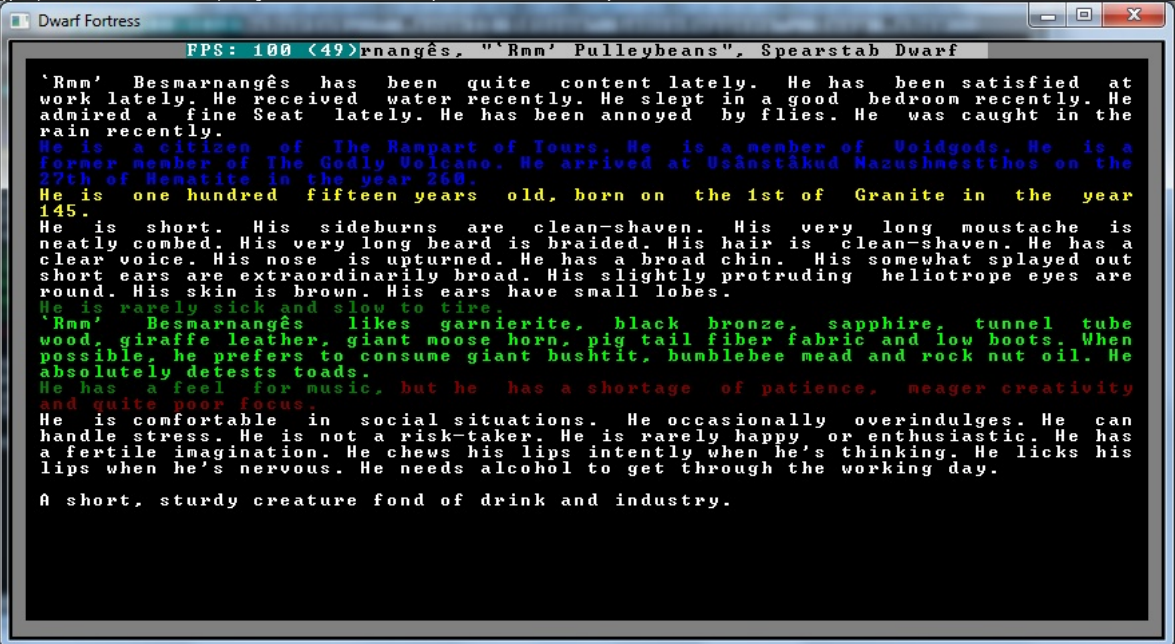
(http://s398.photobucket.com/user/Salisaad/media/Dwarven%20Fortress/craft_zps0205f933.jpg.html)
Sketch three: Forges. While abundant work area is available for everyone, not many people seem to be working.



(http://s398.photobucket.com/user/Salisaad/media/Dwarven%20Fortress/forges_zps2847d90a.jpg.html)
14th Limestone 206
Dortimus walked out of hospital today, followed by Brokenmind. I now have hope for others as well. Also, I have been informed that a ghost is howling around somewhere. Great, another ghost!
20th Limestone 206
Aforementioned Clothier has finally gone stark raving mad. Also, new migrants are here. Poor fools. Also, new souls arrive from the void.



(http://s398.photobucket.com/user/Salisaad/media/Dwarven%20Fortress/maxwell_zps7ee8f083.jpg.html)
(yes, he is medical dwarf, he just had master soap maker to the boot)



(http://s398.photobucket.com/user/Salisaad/media/Dwarven%20Fortress/Rmn_zps8d9cf293.jpg.html)
Also, our meat stocks fall to historical minimum. That means, we are out of meat. Ordered some of our plethora animals to be butchered.
We now have sufficient iron bars to start producing steel. Soon, our glorious armies will wipe the voidspawn clean of this land.
11th Sandstone 206
All wounded have been discharged from the hospital, except Scalper. But Scalper has been there for quite some time, so he will have to deal with it.
27th Sandstone 206
Scalper has finally made it out of the hospital. Though he has to carry a crutch, he walks around with no problems.
4th Timber 206
Some unclaimed vessels have given birth. Also, I have begun next phase of living quarters expansion. And I ran out of coffins, again. As a side note, another vessel has been possessed by external agents.
14th Timber 206
A caravan from mountainhomes is here. I sincerely hope, that nothing goes shitty this time. Insane clothier died of thirst. Litlbear is nowhere near the depot. Caravan is arriving. They seem a little unsettled by our collection of caged voidspawn.



(http://s398.photobucket.com/user/Salisaad/media/Dwarven%20Fortress/Titan_zps81f9569c.jpg.html)

All I want for christmas is one uninterrupted trading session...

Military has been called to stand between traders and the outside. No monstrosity will take this trading session from me!

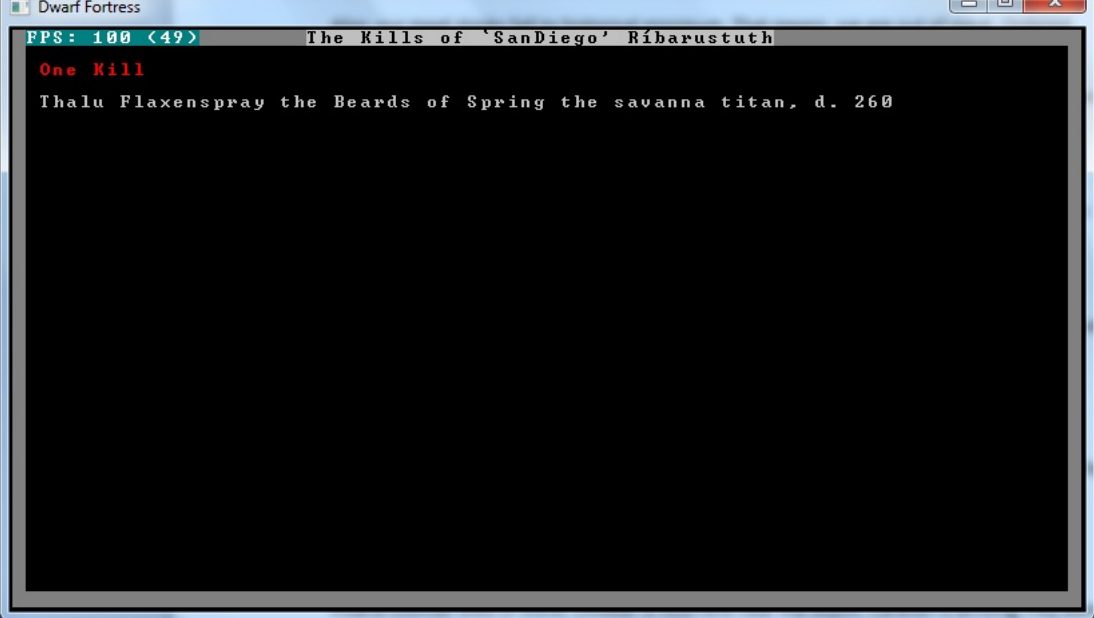
The beast draws closer and closer. It's blood will run free for interrupting me!

Caravan brought no seeds and drinks as I had hoped. But I have trated some of our gold for a cache of wood and some armour and medical supplies.

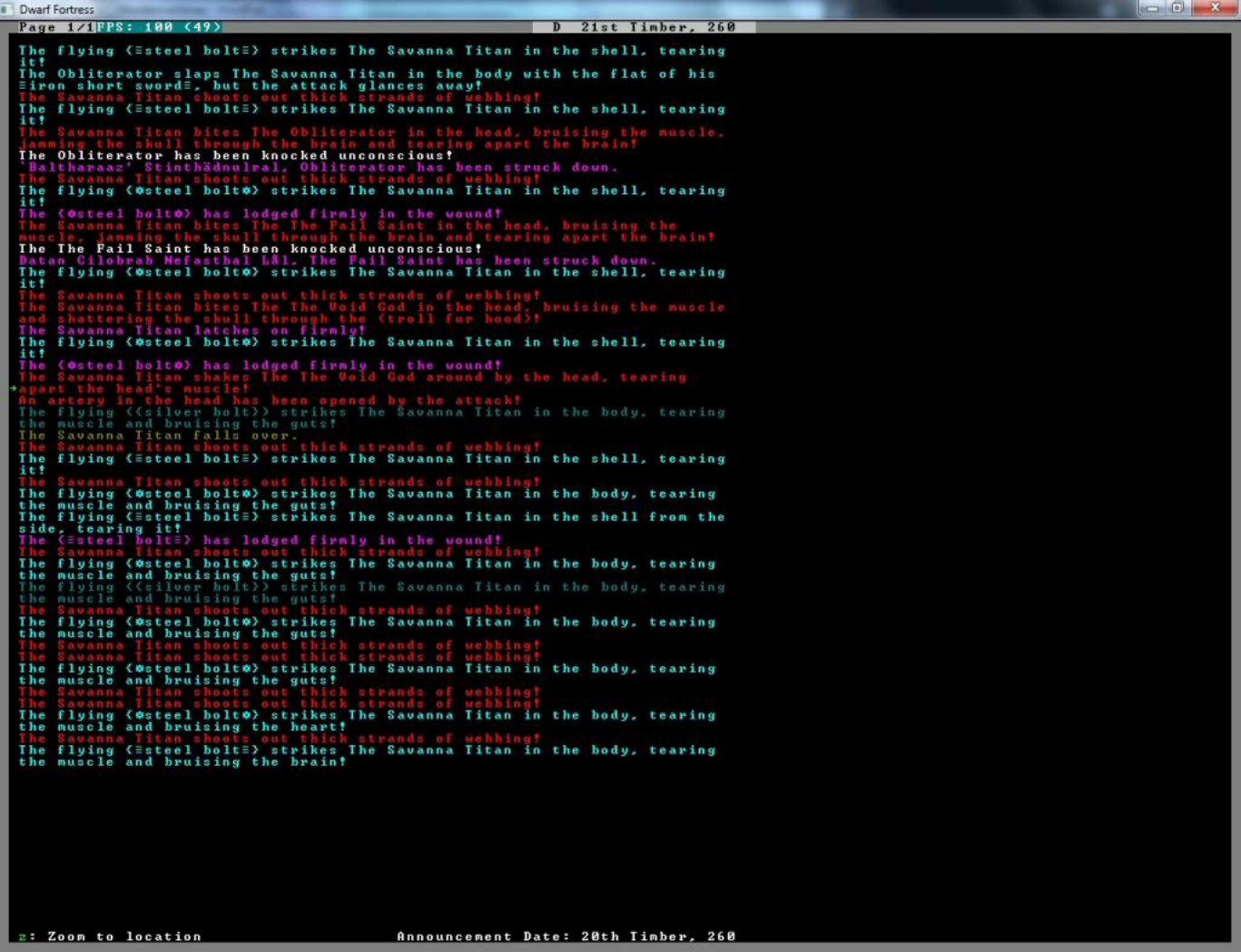
Titan arrived shortly thereafter, shooting thick webs all around us. It bit Balthraaz's head apart with it's monstrous jaws. We put bolt after bolt into the beast. There are many sticking out, but it still shoots it's

sticky webbing. Finally, one of my bolts hits the beast in it's brain, killing it.

Spoiler (click to show/hide)



(http://s398.photobucket.com/user/Salisaad/media/Dwarven%20Fortress/titankill_zps35946a93.jpg.html)

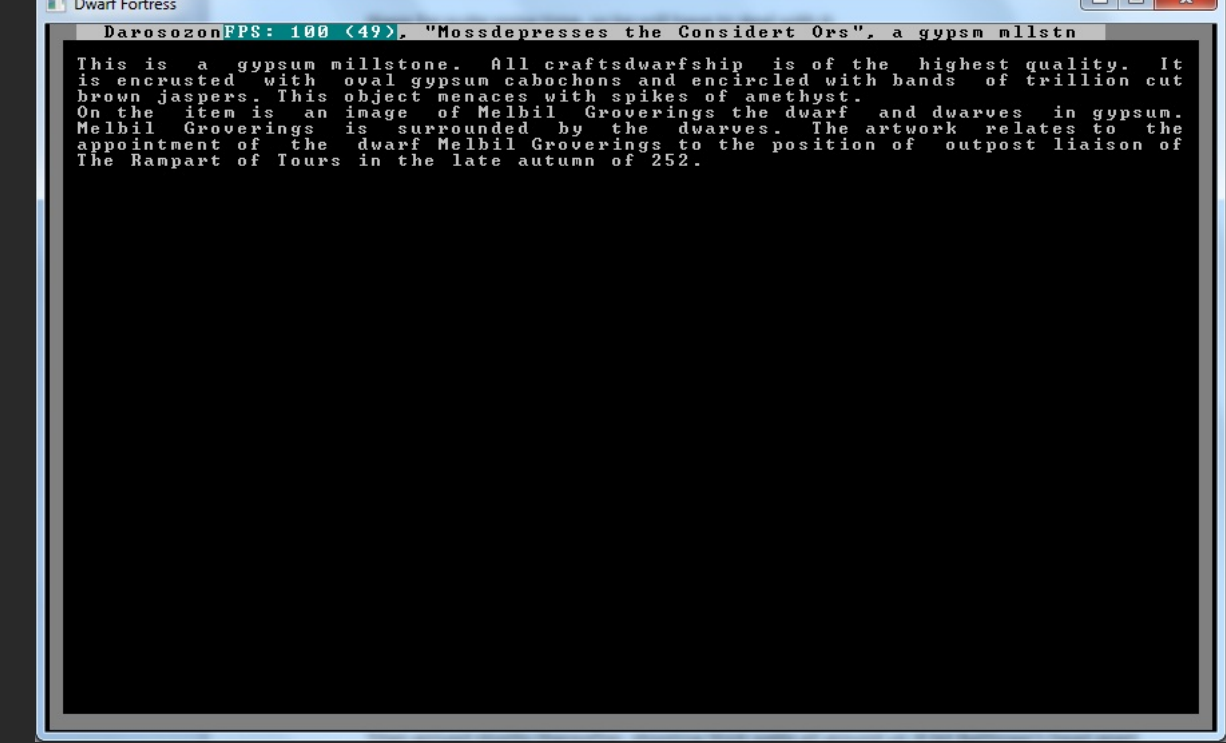


(http://s398.photobucket.com/user/Salisaad/media/Dwarven%20Fortress/titanlog_zps8e0db67d.jpg.html)

(OOC: don't worry, Saint. You still live, this was some other saint who did the dying)

Void God has been severely wounded, sustaining fractured skull. He now seeks medical attention.

While we were doing battle, the possessed mason finished his work.



(http://s398.photobucket.com/user/Salisaad/media/Dwarven%20Fortress/atifact_zps8a7dc915.jpg.html)

Can't say if I'm impressed or not.

25th Timber 206

Thief! The dastardly kobolds were found by our hunter. One made a run for it, the other one found out what's it like to be shot full of bolts by amateur hunter.

Where are my damn coffins?

OOC part: So, there I was, thinking I have a nice, calm autumn when that Titan arrived. It seems, that each caravan brings progressively worse disaster along with them. Elves brought voidspawn ambush, humans brought voidspawn siege and dwarves brought a god damned *titan*. Just a warning to whomever takes over - be ready when the elves come.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **ArchAngel** on **June 24, 2013, 01:07:51 pm**

The void god needs armor, clearly. Losing our primary defense is a BAD THING.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **Chimpanzee** on **June 24, 2013, 03:05:06 pm**

Quote from: ArchAngel on June 24, 2013, 01:07:51 pm

The void god needs armor, clearly. Losing our primary defense is a BAD THING.

No worry, Baelor should make a really good surgeon. >>D

The Void God's skull should be re-assembled before ~~the trees become green~~ San Diego will be ready to give up on his reign.

Also, I want another turn, right at the end of the list would do.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **SanDiego** on **June 24, 2013, 04:54:26 pm**

I'm churning our armour as fast as they make the steel bars.

And, yes, AnimaRytak heals freakishly fast.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **SanDiego** on **June 26, 2013, 05:03:56 am**

Quote from: squiddwarf16 on June 22, 2013, 01:17:52 am

So somehow after I killed the kobold I stopped receiving Emails whenever there was a reply. Anyways, can I see my dwarfs status?

I couldn't find you amongst the living, nor in our (quite extensive) list of dead. So, I'll redorf you at the nearest opportunity. Also, final update later today.

-----UPDATE-----

Journal of SanDiego, master of all things mechanical

1st Moonstone 206

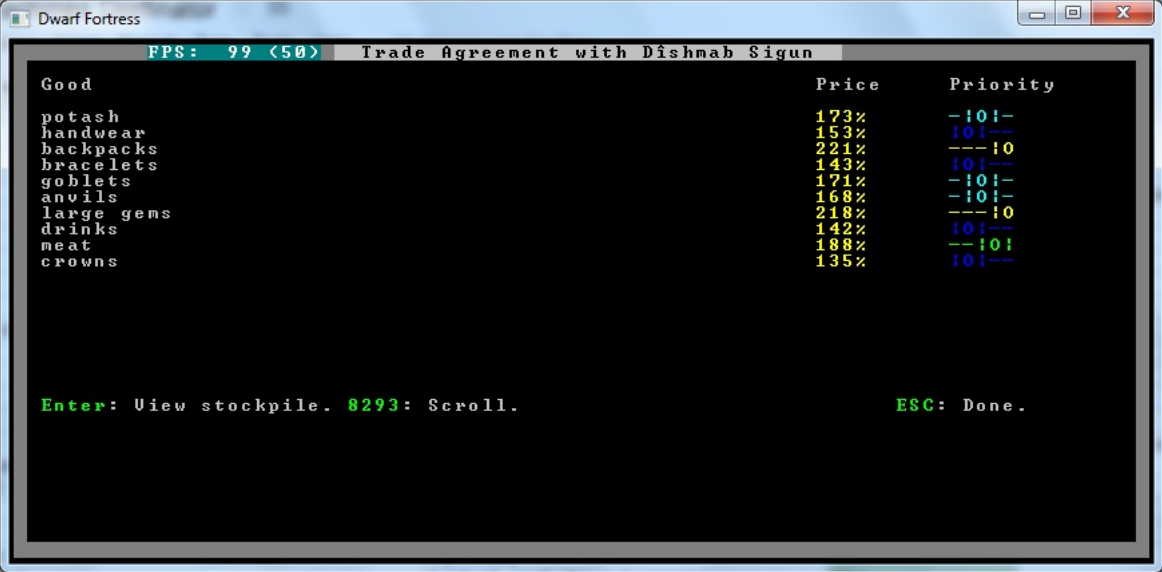


(http://s398.photobucket.com/user/Salisaad/media/Dwarven%20Fortress/butcherbeast_zpse7542650.jpg.html)

The meat is a bit rubbery, but the webbing gives it a piquant note. Unfortunately, the shell was too damaged to recover. But we got plenty of meat. It's heart alone is large enough to feed several dwarves.

17th Moonstone 206

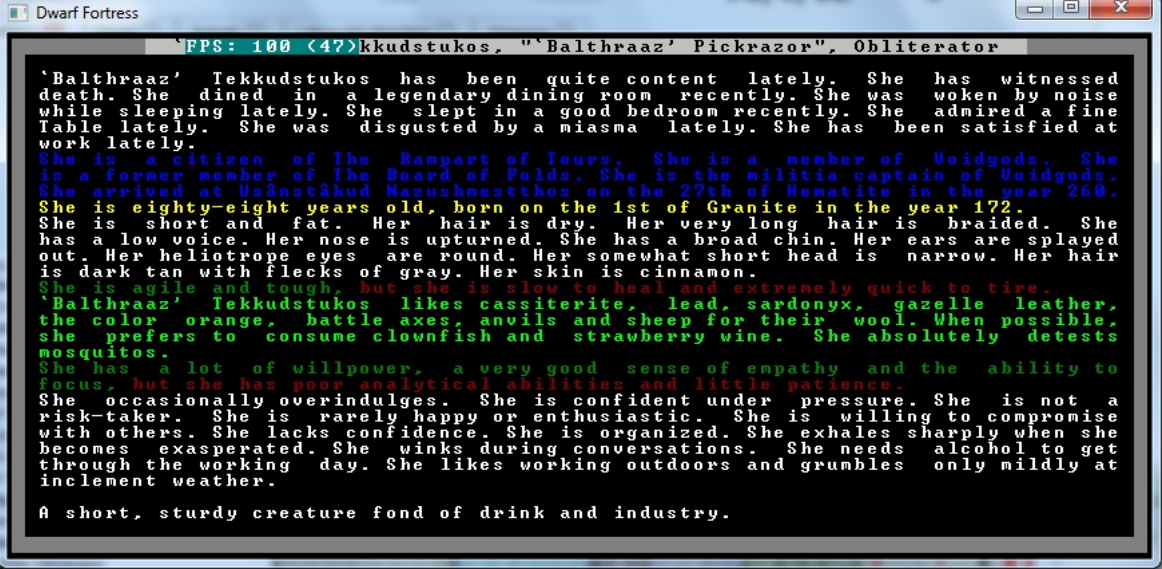
The liaison has finally finished his talks. Here is the order from mountainhomes.



(http://s398.photobucket.com/user/Salisaad/media/Dwarven%20Fortress/order_zpsd7bbeba1.jpg.html)

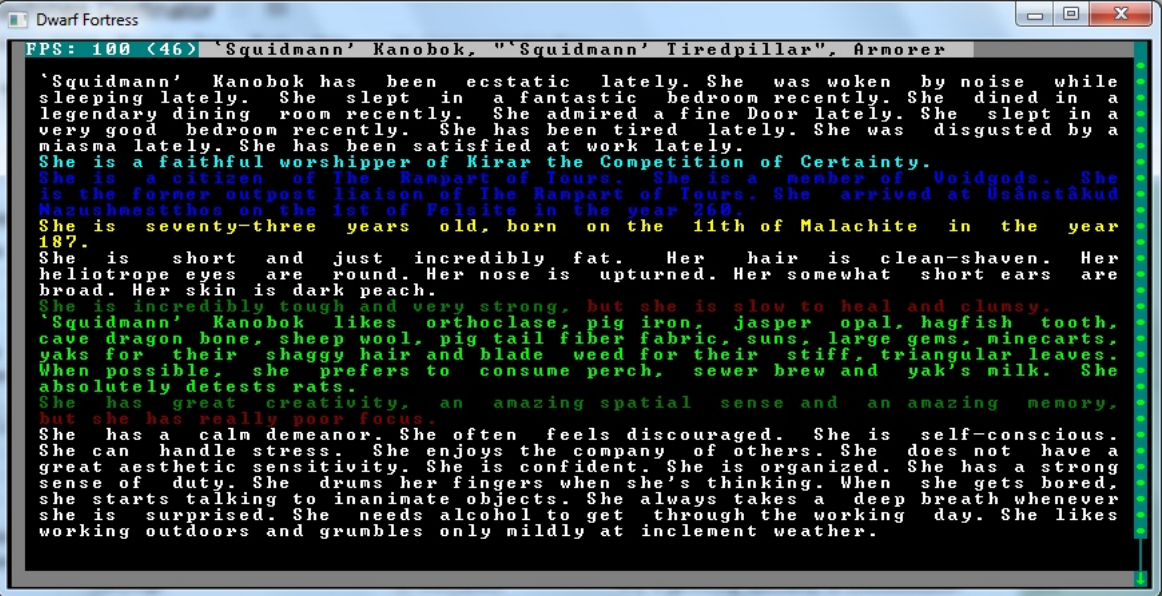
And Mayor is mandating mittens of all things. Mittens.

And Baltharaaz is back. And has a hammer.



(http://s398.photobucket.com/user/Salisaad/media/Dwarven%20Fortress/Balthraaz_zpseb512424.jpg.html)

10th Opal 206
As year slowly draws to an end, metalworks and *cough* everything else goes on smoothly. Our tombs are vastly expanded, but I fear I still do not have enough coffins. I have assured large stock of ballista arrows. Also, given our growing numbers, Raptor has been named Captain of the Guard, instead of sherrif. He immediately informed me, we need more chains for the criminal scum. Whatever. Also, we have something of a food issue, but I'm rectifying that.
14th Opal 206
No sooner than the last mitten left the workshop, Mayor imposed ban on mitten export. I'm starting to suspect a connection here.
28th Opal 206
The food crisis has been somewhat averted. I'm issuing more and more bolts for our hunters and reducing some of the superfluous livestock. Yet it would seem that everyone eats things before they arrive to the stockpile.
3rd Obsidian 206
THERE ARE PLANTS IN THE FIELDS! MOVE YOU MORONS! YES, THAT MEANS YOU!
6 th Obsidian 206
Not long before the new year, a new sould arrived from the void.



(http://s398.photobucket.com/user/Salisaad/media/Dwarven%20Fortress/squidmann_zpscaee8819.jpg.html)

And a different sould arrived to howl through our chaotic halls. More coffins, damnit!
13th Obsidian 206
A baby boom is going on in fortress. No less than three children have been born in the past days.
22nd Obsidian 206
A particularly adventurous kobold thief appeared at our doorstep. Unfortunately, he got away unharmed.
Also, to make a shitty day worse a goblin ambush has sprung on one of ourh hunters.
I can count four pikemen and one swordsman. We are assembling topside right now. They brought a master thief with them, but he now enjoys the hospitality of our wooden cages. Another one showef up just to follow his comrade's fate.
Dtto the third one. I suspect they use them to clear way through our traps.
28th Obsidian 206
Goblins have succesfully been chased away after but a short skirmish. Their only casualty was a swordsman, killed by Mortis.
1st Granite 207
Thus ends my year as overseer of this hellhole glorious fortress. I'm more than ready for some rest.

OOC part: All things considered, this has been a fun year. I tested the ballistas, I didn't kill too many people, built helluva lot of coffins, put some ghosts to rest and so on. Some tips for next ruler: we have quite large contingen of captives. Including a lot of voidspawn in cages. I leave it to your imagination. Everyone on the dorfinator should be alive. And I NEED to sign up for another turn.
Also, built the goddamn coffins. Rmm is still rotting in the temple.

So, DFFD is acting wierd for me, so I uploaded here instead: <http://leteckaposta.cz/224411474>
Just click the link that says 'region1.zip'

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Viasi** on **June 26, 2013, 09:36:46 am**

How many dwarves do we have now?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **June 26, 2013, 09:56:17 am**

Circa one hundred living and about four times as much dead. Also, some ghosts. But they mostly just topple things and make noise.
Note: dead means everything that died to this time.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Teh_Idort** on **June 26, 2013, 11:02:05 am**

Quote from: SanDiego
Hey man,
your turn is up.
<http://www.bay12forums.com/smf/index.php?topic=121407.msg4350124#msg4350124>

pls no.

pls.

(Will get it set up later today)

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **squiddwarf16** on **June 26, 2013, 11:50:42 am**

I want to check out the fort but it says it will take days to download the file. The world cant really be that big can it?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **June 26, 2013, 11:56:40 am**

It's roughly 58 MB.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **ArchAIngel** on **June 26, 2013, 01:28:30 pm**

How is the void god doing? His busted skull fixed up yet?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Teh_Idort** on **June 26, 2013, 02:33:02 pm**

Quote from: ArchAIngel on June 26, 2013, 01:28:30 pm
How is the void god doing? His busted skull fixed up yet?

He got it sutured and set, his ability to grasp is impaired. Imbued with the void, he has motor and sensory nerve damage a great amount of humility and is trying to give anything he fights a fair chance at fighting.

The poor bastard's hair and beard are torn apart though, that seems to be his worst injury, and insult to Armok that his glorious mane is damaged

head, chin whisker
Torn apart
head, hair
Torn apart
head, hair
Torn apart

Also, Why did nobody tell me I had no right hand? This makes it very hard to make my character anything else but a chronic plump helmet beater.
Spoiler (click to show/hide)

Cilob èrithsalul, "Cilob Laboredskins", Gladiator

Cilob èrithsalul has been happy lately. He was woken by noise while sleeping lately. He slept in a bedroom like a personal palace recently. He had a satisfying sparring session recently. He was enraged by long patrol duty lately. He sustained minor injuries recently. He was caught in the rain recently. He is married to Deler Pillaroiled and has one child: Monom Ioldshield. He is a citizen of the Roseport of Iours. He is a member of Voidgods. He is a former member of The Entangled Axe. He is an enemy of Badafagleelis. He is the militia captain of Voidgods. He arrived at BadastShud Mawelmetthes on the 18th of Limestone in the year 258. He is eighty-three years old, born on the 1st of Granite in the year 178. He is short. He has a recessed chin. His long sideburns are neatly combed. His very long moustache is arranged in double braids. His very long beard is braided. His hair is clean-shaven. His nose is upturned. His heliotrope eyes are round. His right hand is gone. His dark tan skin is wrinkled. His right upper leg bears a short straight scar. His left upper leg bears the marks of old wounds, including a straight scar. His right lower leg bears a straight scar. His left lower leg bears the marks of old wounds, including a massive straight scar. His left foot bears a straight scar. His small-lobed ears are somewhat short. He is susceptible to disease. Cilob èrithsalul likes opiment, adamantine, wood opal, blood thorn wood, nautilus tooth, giant tortoise shell, pig tail fiber fabric, clouds, grates, blue peafowls for their coloration and brown bullheads for their whiskers. When possible, he prefers to consume giant armadillo, brown bullhead and fisher berry wine. He absolutely detests blood gnats. He has great creativity, a natural ability with music, a very good sense of empathy, a great memory and willpower. He is self-conscious. He doesn't handle stress well. He is unassertive. He loves a good thrill. He loves to defy convention. He is confident. He talks to himself when he's angry. He needs alcohol to get through the working day. He doesn't really care about anything anymore. A short, sturdy creature fond of drink and industry.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **June 26, 2013, 05:12:46 pm**

Quote from: Teh_Idort on June 26, 2013, 02:33:02 pm
Also, Why did nobody tell me I had no right hand? This makes it very hard to make my character anything else but a chronic plump helmet beater.
Yeah, right, you had a kind of accident at the voidspawn party.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **The Mad Fool** on **June 28, 2013, 04:57:29 pm**

From the Journal of The Mad Fool Enshalastesh:

How considerate of my compatriots! They have so thoughtfully provided me with a vessel with new sexual characteristics! I had all but exhausted my opportunities for experimentation after two reincarnations, and this opens up ever new avenues for research. Not to mention, there's some fellow following me around, saying he's my spouse or something. Well, I can always use new research subjects, and he has been so kind as to always be on hand.

~~~~~

It seems this vessel is pregnant. How inconvenient. Well, this fortress will always require additional podlings for our kind to inhabit, so I suppose it is a good thing that this vessel is spawning one. In order to ensure the infant vessel's health, I have doubled my daily alcohol intake. I will increase it further as required.

I have begun to consider some possible projects which may improve the strength of this fortress' defenses, after the success of my last graft.

~~~~~

I seem to have given birth. I hadn't even noticed at first, but then I realized that there was one more person wailing than usual in my laboratory. The podling is male, it seems, and Samwise has inhabited the vessel. I don't know why he wanted it. Bloody thing can't even stand on its own power yet.

~~~~~

Record of Test Subject #36 here commences.  
Name of Subject: Rmm  
Condition: Torn Spine  
Treatments Administered: Spinal vivisection, followed by application of surgical hammer for purposes of realignment.  
Treatment status: Success. Spine was successfully realigned and vivisection closed.  
Patient status: Deceased.  
Cause of Death: Blood loss and blunt force trauma to spinal column.  
Notes:  
It seems his nervous system did not take well to being pounded on with a hammer. A convenient result, as I was short on AB Negative.

~~~~~

AnimaRytak had decided to wade into battle naked. An ingenious stratagem, and one which has given me some ideas....

Incidentally, I have sewn him back together, though his beard and hair was quite beyond repair with current methods. I am also thinking about solutions to that problem.

~~~~~

Teh\_Idort has come to me complaining of a missing right hand. Apparently, he hadn't noticed, at which point I pointed out that it must not have been very important, then. Besides, if he thinks I'm going to take his hand out of the incubator and ruin a perfectly good experimental culture just for him, he's sadly mistaken. Of course, I didn't mention the incubator thing to him. According to Nail Bunny, such news may upset him.

In other news, I have been learning a few rudiments of social interaction. I think I am making progress.

Now if only this one would hold still, he wouldn't knock away the clamps and bleed so much. Perhaps I should tie him down. No...I am nearly finished anyways, and he'll stop screaming eventually.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**  
Post by: **Urist McDwarfFortress** on **June 28, 2013, 05:06:01 pm**

Quote from: The Mad Fool on June 28, 2013, 04:57:29 pm  
Treatment status: Success.  
Patient status: Deceased.  
Deathgate medical practice at its finest!

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**  
Post by: **StLeibowitz** on **June 28, 2013, 09:11:55 pm**

Anyone else notice that something seems to have gone wrong, link-wise, with the future overseer list in the OP?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**  
Post by: **The Mad Fool** on **June 28, 2013, 09:33:38 pm**

Yeah, there's a malformed url tag.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**  
Post by: **AnimaRytak** on **June 29, 2013, 02:25:44 am**

Quote from: The Mad Fool on June 28, 2013, 04:57:29 pm  
From the Journal of The Mad Fool Enshalastesh:  
~~~~~  
AnimaRytak had decided to wade into battle naked. An ingenious stratagem, and one which has given me some ideas....
Incidentally, I have sewn him back together, though his beard and hair was quite beyond repair with current methods. I am also thinking about solutions to that problem.

When you can use your dick as a club, your damn right its ingenious.

Post by: **Lolfail0009** on **June 29, 2013, 04:41:03 am**

When you can use your dick as a club, your dick is a club.

As a club?

He uses that thing for pole-vaulting.

Post by: **Pitchblende** on **June 29, 2013, 04:51:15 pm**

As a club?
He uses that thing for pole-vaulting.

I thought he used it for jousting?

Post by: **The Mad Fool** on **June 29, 2013, 05:49:18 pm**

Why is this even a debate? Obviously he uses it for all three.

Post by: **AnimaRytak** on **June 29, 2013, 08:42:06 pm**

This is true. He also uses it for cattle wrangling.

He doesn't use it as lasso. He just waves it and the cows bow down out of respect.

Post by: **The Mad Fool** on **June 29, 2013, 09:24:51 pm**

Once he waved it at a mare. Her boyfriend was WAY intimidated.

Post by: **AnimaRytak** on **June 29, 2013, 09:55:01 pm**

Once he waved it at a mare. Her boyfriend was WAY intimidated.

"He had a pocket full of a horses,
Fucked the shit out of bears.
Threw a knife into heaven,
And could kill with a stare."

Post by: **ArchAngel** on **June 30, 2013, 11:31:53 am**

"He had a pocket full of a horses,
Fucked the shit out of bears.
Threw a knife into heaven,
And could kill with a stare."

Where did you get that from?

Post by: **The Mad Fool** on **June 30, 2013, 02:07:47 pm**

"He had a pocket full of a horses,
Fucked the shit out of bears.
Threw a knife into heaven,
And could kill with a stare."

<http://www.youtube.com/watch?v=Iqhsot3mk7Q>

Post by: **Teh_Idort** on **June 30, 2013, 07:38:11 pm**

Ehhh

Terry strikes again in a new fashion, I am now sick. So uh, Feel free to deal me out, I dunno how long I'll be under.

Post by: **Lolfail0009** on **June 30, 2013, 07:42:07 pm**

Terry strikes again in a new fashion, I am now sick. So uh, Feel free to deal me out, I dunno how long I'll be under.

OH GOD I WAS RIGHT HE'S GETTING INTO THE REAL WORLD!

Post by: **GentlemanRaptor** on **June 30, 2013, 11:47:14 pm**

Quote from: Teh Idort on June 30, 2013, 07:38:11 pm

Need.

BATTERY.

No, we need the
pauses

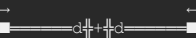
DUCKATRON

Audience: *cheers*

We need pumps hooked up to pressure plates that are repeatedly activated by ducks to power another pump, which will run a waterfall in a completely out-of-the-way part of the fortress.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **peregarrett** on **July 02, 2013, 02:38:47 am**

No.
Duck Collider powered by BATTERY!



Minecarts send ducks flying and they collide in the middle.

But if someone come up with more reliable way to accelerate ducks - I'd be greatly appreciated.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Chimpanzee** on **July 02, 2013, 04:11:43 am**

[Quote from: thegoatgod_pan on July 02, 2013, 01:27:30 am](#)
I got messaged that it is my turn. Honestly I must have been drunk when I signed up to do it, cause no recollection. Nevertheless let us see what we have. Downloading
NO!

We need the

DRUNKATRON

Drunken Raging Unrealistic Non Know All Tyrannical Recollection-failed Overseer Nominated

Good luck on your turn :)

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Blade Master Model 42** on **July 02, 2013, 11:47:54 am**

[Quote from: thegoatgod_pan on July 02, 2013, 01:27:30 am](#)
I got messaged that it is my turn. Honestly I must have been drunk when I signed up to do it, cause no recollection. Nevertheless let us see what we have. Downloading

This bodes well.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Vlasi** on **July 02, 2013, 01:36:32 pm**

[Quote from: peregarrett on July 02, 2013, 12:08:58 am](#)
[Quote from: kefkakrazy on July 01, 2013, 11:21:04 pm](#)
We.
Need.
BATTERY.
a soundtrack <http://www.youtube.com/watch?v=BEwNrjvNIYs>

Exactly what I expected, I'm not dissapointed.

This
[Quote from: kefkakrazy on July 01, 2013, 11:21:04 pm](#)
BATTERY.

inside of this
[Quote from: gunpowderteas on July 02, 2013, 02:22:22 am](#)
DUCKATRON

to make this
[Quote from: Lolfail0009 on July 02, 2013, 02:26:48 am](#)
We need pumps hooked up to pressure plates that are repeatedly activated by ducks to power another pump, which will run a waterfall in a completely out-of-the-way part of the fortress.

to power this
[Quote from: peregarrett on July 02, 2013, 02:38:47 am](#)
Duck Collider:
Minecarts send ducks flying and they collide in the middle.

to kill everyone inside of this
[Quote from: Chimpanzee on July 02, 2013, 04:11:43 am](#)
Drunken Raging Unrealistic Non Know All Tyrannical Recollection-failed Overseer Nominated

Thank you for your attention, you can put your pants back on now.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Lolfail0009** on **July 02, 2013, 11:59:01 pm**

[Quote from: Yuli Vlasi on July 02, 2013, 01:36:32 pm](#)
[Quote from: peregarrett on July 02, 2013, 12:08:58 am](#)
[Quote from: kefkakrazy on July 01, 2013, 11:21:04 pm](#)
We.
Need.
BATTERY.
a soundtrack <http://www.youtube.com/watch?v=BEwNrjvNIYs>
Exactly what I expected, I'm not dissapointed.

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[Quote from: kefkakrazy on July 01, 2013, 11:21:04 pm](#)
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[Quote from: Lolfail0009 on July 02, 2013, 02:26:48 am](#)
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to power this
[Quote from: peregarrett on July 02, 2013, 02:38:47 am](#)
Duck Collider:
Minecarts send ducks flying and they collide in the middle.
to kill everyone inside of this
[Quote from: Chimpanzee on July 02, 2013, 04:11:43 am](#)
Drunken Raging Unrealistic Non Know All Tyrannical Recollection-failed Overseer Nominated

Thank you for your attention, you can put your pants back on now.

We have entered the event horizon. There is no turning back now.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Krevsin** on **July 03, 2013, 01:52:37 am**

[Quote from: Lolfail0009 on July 02, 2013, 11:59:01 pm](#)
[Quote from: Yuli Vlasi on July 02, 2013, 01:36:32 pm](#)
[Quote from: peregarrett on July 02, 2013, 12:08:58 am](#)
[Quote from: kefkakrazy on July 01, 2013, 11:21:04 pm](#)
We.
Need.
BATTERY.
a soundtrack <http://www.youtube.com/watch?v=BEwNrjvNIYs>
Exactly what I expected, I'm not dissapointed.

This
[Quote from: kefkakrazy on July 01, 2013, 11:21:04 pm](#)
BATTERY.
inside of this
[Quote from: gunpowderteas on July 02, 2013, 02:22:22 am](#)
DUCKATRON
to make this
[Quote from: Lolfail0009 on July 02, 2013, 02:26:48 am](#)
We need pumps hooked up to pressure plates that are repeatedly activated by ducks to power another pump, which will run a waterfall in a completely out-of-the-way part of the fortress.
to power this
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Minecarts send ducks flying and they collide in the middle.
to kill everyone inside of this
[Quote from: Chimpanzee on July 02, 2013, 04:11:43 am](#)
Drunken Raging Unrealistic Non Know All Tyrannical Recollection-failed Overseer Nominated

Thank you for your attention, you can put your pants back on now.

We have entered the event horizon. There is no turning back now.

FULL SPEED AHEAD, I SAY!

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Lolfail0009** on **July 03, 2013, 01:53:58 am**

[Quote from: Krevsin on July 03, 2013, 01:52:37 am](#)
[Quote from: Lolfail0009 on July 02, 2013, 11:59:01 pm](#)
[Quote from: Yuli VlasI on July 02, 2013, 01:36:32 pm](#)
[Quote from: peregarrett on July 02, 2013, 12:08:58 am](#)
[Quote from: kefkakrazy on July 01, 2013, 11:21:04 pm](#)
We.
Need.
BATTERY.
a soundtrack <http://www.youtube.com/watch?v=BEwNrjvNIYs>
Exactly what I expected, I'm not dissapointed.
This
[Quote from: kefkakrazy on July 01, 2013, 11:21:04 pm](#)
BATTERY.
inside of this
[Quote from: gunpowdertea on July 02, 2013, 02:22:22 am](#)
DUCKATRON
to make this
[Quote from: Lolfail0009 on July 02, 2013, 02:26:48 am](#)
We need pumps hooked up to pressure plates that are repeatedly activated by ducks to power another pump, which will run a waterfall in a completely out-of-the-way part of the fortress.
to power this
[Quote from: peregarrett on July 02, 2013, 02:38:47 am](#)
Duck Collider:
Minecarts send ducks flying and they collide in the middle.
to kill everyone inside of this
[Quote from: Chimpanzee on July 02, 2013, 04:11:43 am](#)
Drunken Raging Unrealistic Non Know All Tyrannical Recollection-failed Overseer Nominated
Thank you for your attention, you can put your pants back on now.
We have entered the event horizon. There is no turning back now.
FULL SPEED AHEAD, I SAY!

Our battle cry will be...
"DEATH AND THE VOID!"

DEATH AND THE VOID!

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Just Some Guy** on **July 03, 2013, 07:23:51 am**

[Quote from: Lolfail0009 on July 03, 2013, 01:53:58 am](#)
[Quote from: Krevsin on July 03, 2013, 01:52:37 am](#)
[Quote from: Lolfail0009 on July 02, 2013, 11:59:01 pm](#)
[Quote from: Yuli VlasI on July 02, 2013, 01:36:32 pm](#)
[Quote from: peregarrett on July 02, 2013, 12:08:58 am](#)
[Quote from: kefkakrazy on July 01, 2013, 11:21:04 pm](#)
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"DEATH AND THE VOID!"

DEATH AND THE VOID!

Sweet Armok, what have I done?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **StLeibowitz** on **July 03, 2013, 08:18:19 am**

So...we have to make a concerted effort to be insane, just to make up for not being mad enough earlier?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **GentlemanRaptor** on **July 03, 2013, 09:21:50 am**

[Quote from: StLeibowitz on July 03, 2013, 08:18:19 am](#)
So...we have to make a concerted effort to be insane, just to make up for not being mad enough earlier?

Sums it up nicely.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Krevsin** on **July 03, 2013, 09:56:04 am**

[Quote from: StLeibowitz on July 03, 2013, 08:18:19 am](#)
So...we have to make a concerted effort to be insane, just to make up for not being mad enough earlier?
Quite so.

MR Demigod, a regiment of your finest ducks, if you will!

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **thegoatgod_pan** on **July 04, 2013, 03:15:42 am**

[Quote from: SanDiego on June 26, 2013, 05:03:56 am](#)
So, DFFD is acting wierd for me, so I uploaded here instead: <http://leteckaposta.cz/224411474>
Just click the link that says 'region1.zip'

Hey could you please try again with dffd, it took hours to get the file off that site and now it won't unzip with winzip because it "isn't a valid archive"?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **July 04, 2013, 04:57:08 am**

Yay! It works!
Updated upload of the save: <http://dffd.wimbli.com/file.php?id=7807>

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **squiddwarf16** on **July 04, 2013, 09:00:12 pm**

Now I'm able to take a look at it! cool! BTW I think I found the squidmann that was the squidmann before the other squidmann... I'm talking about the kobold killing squidmann. The graphics pack changes some of the letters but from what I can see his name is something like Rovod Moruossek. He is a millitary captain that is nopt even part of an existing squad and he has one kill. A kobold. He is also listed right next to the wood cutters which is what squidmann was before he killed that one kobold.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **July 05, 2013, 07:49:52 am**

Ah, well, there are multiple dwarves whose names were somehow disappeared. I suspect Terry.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **thegoatgod_pan** on **July 06, 2013, 05:20:46 am**

I played through most of spring.
This is a complex and messy fort.
With some super weird art.

This is a well-crafted orthoclase statue of Mato Skinhexes. The item is a well-designed image of Mato Skinhexes the goblin and Deler Breachedfigure the dwarf in orthoclase by Iteb Lisatast. Mato Skinhexes is cringing. Deler Breachedfigure is striking a menacing pose. The artwork relates to the ripping off of the goblin Mato Skinhexes's tongue by the dwarf Deler Breachedfigure in the midspring of 61 during Nidòstzokun, "The Ferocious Siege".

I think I will devote my time here to organizing and streamlining and training up a nice army with our veterans teaching the numerous unarmed but skilled migrants.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Jbg97** on **July 06, 2013, 11:21:02 am**

I haven't read this thread since page 11. Anything happen to Jables while I was gone?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **kefkakrazy** on **July 06, 2013, 12:54:42 pm**

He got eaten by the FB that more or less destroyed our fort.

AMBASSADOR left us in such bad shape that by the time my reign rolled around, one minor screwup later we got destroyed by freakin' kobold raiders. Jables was well dead by that point; Dorfinator says he was killed trying to rescue Baelor II from AMBASSADOR.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **kefkakrazy** on **July 08, 2013, 11:06:51 pm**

Badump...

Badump...

Badump...

Badump...

(Is that me bumping the thread? Or has some creature awakened in the night...?)

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **thegoatgod_pan** on **July 09, 2013, 05:15:05 am**

Spring:

I just moved here with my husband and we both got drafted into the militia. Also apparently I am the best manager of the fort. Guess I get an office.

[Spoiler](#) (click to show/hide)

'Goat' Cattenemen, "'Goat' Channeledstrength", Axe-Manager

'Goat' Cattenemen has been quite content lately. She slept in a great bedroom recently. She admired a fine Door lately. She slept in a very good bedroom recently. She was disgusted by a miasma lately. She admired own fine Bed lately. She was caught in the rain recently.
She is married to Rovod Echourn.
She is a citizen of The Rampart of Tours. She is a member of Uoidgods. She is a former member of The Passionate Picks. She is the manager of Uoidgods. She arrived at Usânstâkud Nazushmestthos on the 21st of Limestone in the year 260.
She is one hundred thirteen years old, born on the 1st of Granite in the year 148.
She is short and fat. Her hair is clean-shaven. Her somewhat broad small-lobed ears are splayed out. She has a broad chin. She has a high voice. Her nose is upturned. Her heliotrope eyes are slightly rounded. Her cinnamon skin is slightly wrinkled.
She is slow to heal, quick to tire and clumsy.
'Goat' Cattenemen likes stoneware, rose gold, emerald, giant eagle leather, picks, large gems and chains. When possible, she prefers to consume crab and swamp whiskey. She absolutely detests leeches.
She has a great ability to focus, a great sense of empathy and a good kinesthetic sense, but she has a questionable spatial sense, a shortage of patience and a large deficit of willpower.
She rarely feels discouraged. She is self-conscious. She occasionally overindulges. She is somewhat reserved. She is open-minded to new ideas. She doesn't like to compromise with others. She is immodest. She strives for excellence. She will persist in the face of any difficulty until the task is complete. She speaks in a monotone when she is annoyed. She laughs in a unique way whenever she's annoyed. She cracks her knuckles when she's angry. She needs alcohol to get through the working day.

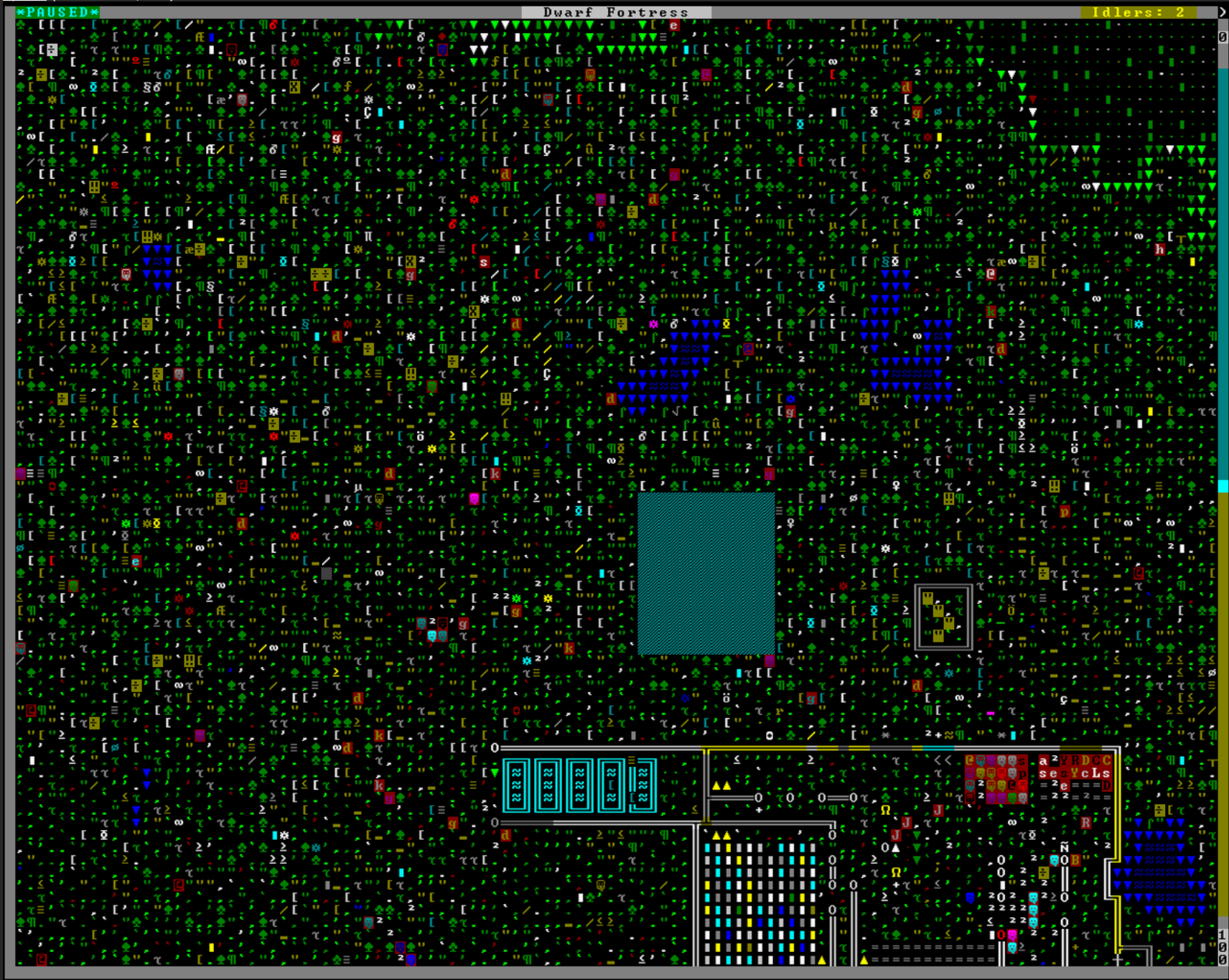
A short, sturdy creature fond of drink and industry.

I'm the fort manager and hell if I know how to manage it. There is rubbish everywhere, for reasons unknown there are old skeletons of legendary dwarves lying in the main staircase and no one is bothering to bury them. Some poor fucker just got possessed by a ghost. Probably lucky he wasn't a miner or woodsman.

[Spoiler](#) (click to show/hide)



Plus look at the godawful mess still waiting outside:
[Spoiler](#) (click to show/hide)



Hell no, I am not cleaning that up.

No, I'm going to focus on small improvements. Like getting food, since we don't have any, apparently, barely enough to last the spring and more than a hundred mouths to feed.

Meanwhile some asshole runs every which way around the fort, gathers up enough leather for a full suit of armor and makes...have you guessed it?
[Spoiler](#) (click to show/hide)

Thatthiloltar, "Autumngilt", a goose leather right glove

This is a goose leather right glove. All crafts dwarfship is of the highest quality. On the item is an image of Traditional Bustcaverns the water buffalo horn-bound book in goose leather. On the item is an image of two orangutans in giant toad leather. On the item is an image of dwarves in giant toad leather. The dwarves are traveling. The artwork relates to the foundation of Curlcloisters by The Branded Gem of The Rampart of Tours in 65.

An Armok-be-damned glove! Not just any glove mind you: asshole proudly said it's called "Autumngilt", on account of it being springtime, I guess. It is sporting two orange monkeys, some book and a picture of totally different goddamn fort being founded! I almost threw the traitor out.

It was just at the end of spring, that a group of goblins came raiding. It was a small siege, but crafty. Naturally our brave soldiers resolved to act like idiots.

Sniper strayed outside with her child and nearly tripped over a kobold. With goblins just a few urists away, behind the cover of trees she tore the hell out of that kobold, giving torturing lessons and pointers to her baby all the while:

Spoiler (click to show/hide)

↳tissue through the <<small cave spider silk tunic>>!
The Sniper releases the grip of The Sniper's left upper arm on The Kobold Thief's head.
The Sniper grabs The Kobold Thief by the fourth finger, left hand with her right hand!
The Sniper releases the grip of The Sniper's right hand on The Kobold Thief's fourth finger, left hand.
The Kobold Thief gives in to pain.
The Sniper grabs The Kobold Thief by the head with her right upper arm!
The Sniper releases the grip of The Sniper's right upper arm on The Kobold Thief's head.
The Sniper grabs The Kobold Thief by the first toe, left foot with her right hand!
The Sniper punches The Kobold Thief in the head with her left hand, bruising the muscle, jamming the skull through the brain and tearing the brain!

Luckily, she finished it off at the right time, and barely missed the gobbos.

Microblight was a whole lot less lucky. He went to "get equipment". Apparently from the goblins:

Spoiler (click to show/hide)



Mostly fucked

'Microblighted' Kirgeshud,
"Adil Mergedfortresses"
♀

Station
Competent Swordsdwarf <Rust
Dabbling Hammerdwarf
Adequate Shield User <Rusty
Proficient Armor User
Adept Fighter
Competent Wrestler
Dabbling Biter
Adequate Striker
Dabbling Kicker
Proficient Dodger

c: Combat **b:** Labor **m:** Mis
g:Gen **i:**Inv **p:**Prf **w:**Wnd **z:**S
ESC: Done **f:** Follow

He doesn't make it, but neither do the goblins.
The siege ends, but we've got bigger problems:

Spoiler (click to show/hide)

Ducim Tenshedsazir has become a Strand Extractor.
Mistêm Ottaningish has become a Axedwarf.
'Sandiego' Ribarustuth has become a militia captain.
Ilral Sibrekduthnur has become a Animal Caretaker.
Ducim Tenshedsazir has become a Hammerdwarf.
The weather has cleared.
Tobul Laniradil, Wood Burner has given birth to a boy.
Tobul Laniradil, Wood Burner cancels Sleep: Seeking Infant.
'Greg' Stinthädzeg, Greg cancels Store Item in Stockpile: Interrupted by Giant Grasshopper.
There is nothing to catch in the southern swamps.
Meng Ashmônsigun has grown to become a Dwarven Child.
Tirist Rilbetathel has become a Axe Lord.
Sodel Logemam, Wood Burner cancels Store Item in Stockpile: Job item misplaced.
'Baelor' itdündeler, The Healer cancels Give Food: No food available.
'Baltharaaz' Tekkudstukos has become a militia captain.
Dastot Nîlesdodók has become a Spearmaster.
Ilral Sibrekduthnur has become a Swordsdwarf.
Make wooden Cage <15> has been completed.
'Minkerrow' Sazirmeng, Depthseeker cancels Give Food: No food available.
Erith Lolokèzum, Engineer is throwing a tantrum, possessed by
↳'Shigshagor' Asënkûbuk, Ghostly Guy!
Erith Lolokèzum, Engineer has calmed down.

Sure the ghostly guy is an issue, but the food shortage. That's a real problem... We are going to be eating vermin soon if something doesn't change. All we've got to eat is tallow and eggs and the cooks just aren't cooking it fast enough.

Summer:

Oh yeah, and did I mention? That buzzing sound we've been hearing in the deep rocks by the forges? Yeah, well it wasn't just volcanic gases:

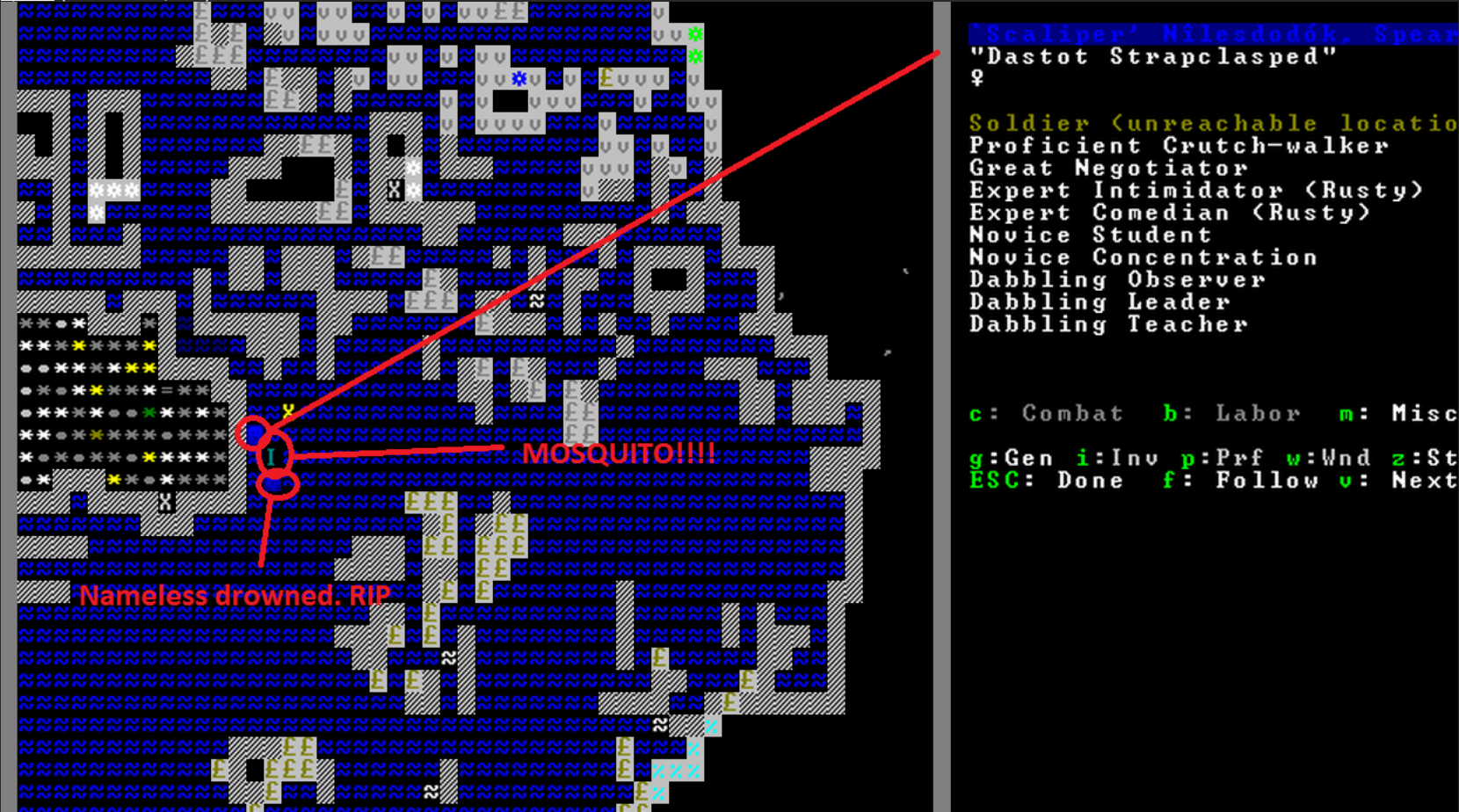
Spoiler (click to show/hide)



Naturally I sent the army down. They hung about for half a month, while the damn thing visited every other part of the cavern but ours.

When it came it was fast, it knocked two of our boys into the cavern lake:

[Spoiler](#) (click to show/hide)



They didn't make it out of the cavern. I still see their armor shining through the dark water. We got the mosquito though. The gladiator was the day's hero. After the thing swept the two into the water, it nearly flew up again, but the gladiator took a running start, jumped and bit the fucker right on the leg:

[Spoiler](#) (click to show/hide)

The Forgotten Beast attacks The Speardwarf but She rolls away!
The Forgotten Beast attacks The Spearmaster but She rolls away!
The Gladiator bites The Forgotten Beast in the right first leg, fracturing the chitin!
A tendon has been torn!
The Gladiator latches on firmly!
The Goremaster stabs The Forgotten Beast in the abdomen with her ðiron short swordð, tearing the muscle!
A ligament has been torn and a tendon has been torn!
The Forgotten Beast breaks the grip of The Gladiator's upper front teeth on The Forgotten Beast's right first leg.
The Macedwarf kicks The Forgotten Beast in the left second leg with his right foot, tearing the fat and bruising the muscle!
The Gladiator stabs The Forgotten Beast in the right first foot with his («iron spear»), chipping the chitin!
A ligament has been torn and a tendon has been torn!
The Hammerdwarf bashes The Forgotten Beast in the right second foot with her *iron war hammer*, tearing the fat and bruising the muscle!
The Macedwarf misses The Forgotten Beast!
The Forgotten Beast counterstrikes!
The Forgotten Beast misses The Macedwarf!
The The Mad God hacks The Forgotten Beast in the left second foot with his (steel battle axe), fracturing the chitin!
A ligament has been torn and a tendon has been torn!
The Gladiator stabs The Forgotten Beast in the left mandible with his («iron spear»), tearing the muscle!
A ligament has been torn and a tendon has been torn!
The Macedwarf bashes The Forgotten Beast in the left first leg with his *iron war hammer*, tearing the fat and bruising the muscle!
The Swords dwarf slashes The Forgotten Beast in the right third leg with his *iron short sword*, fracturing the chitin!
A tendon has been torn!
The Axe-Crazy hacks The Forgotten Beast in the thorax with her (steel battle axe), fracturing the chitin!
The Forgotten Beast misses The Macedwarf!
The Macedwarf counterstrikes!
The Macedwarf kicks The Forgotten Beast in the thorax with his right

Big fucking mosquito or not, it still can't fly around dragging a steel-clad dwarf. The gladiator got the killing blow too:

[Spoiler](#) (click to show/hide)

The Ìiron spearÈ has lodged firmly in the wound!
The Axe-Crazy punches The Forgotten Beast in the left third foot with her right hand, tearing the fat and bruising the muscle!
The CARPLord strikes The Forgotten Beast in the right second foot with his <copper shield>, bruising the muscle!
The Macedwarf hacks The Forgotten Beast in the head with her steel battle axe, shattering the chitin!
A ligament has been torn and a tendon has been torn!
The Goremaster stabs The Forgotten Beast in the abdomen with her Ìiron short swordÈ, tearing the muscle and tearing the guts!
The Ìiron short swordÈ has lodged firmly in the wound!
The The Mad God strikes The Forgotten Beast in the abdomen with his <copper shield>, bruising the muscle!
→The Gladiator punches The Forgotten Beast in the head with his left hand, bruising the muscle and bruising the brain!

Saddest thing about the whole affair (aside from the drowned dwarves) was that the Mosquito wasn't even edible. A third of the fort is now hunting for small vermin. Some are rioting. Some even murdering:
[Spoiler](#) (click to show/hide)

The El Mechanico punches The Macedwarf in the left upper arm with her left hand, bruising the muscle through the <pig tail fiber cloak>!
The El Mechanico punches The Macedwarf in the left lower arm with her left hand, fracturing the bone through the <pig tail fiber cloak>!
The El Mechanico punches The Macedwarf in the head with her right hand, bruising the muscle, jamming the skull through the brain and tearing the brain!
The El Mechanico stands up.

Pretty solid case:
[Spoiler](#) (click to show/hide)

| Murder of Fikod Nabaskol, Macedwarf | |
|---|---|
| 329346: Select/scroll
Tab: View cold cases <0>
Enter: Convict somebody
ESC: Done | Injured Party: Fikod Nabaskol, Macedwarf. |
| | Witness: Tirist Rilbetathel, Kobold Torturer.
Accuses: `SanDiego` Ríbarustuth, El Mechanico.
Date: 26th Malachite, 261
Reported: 27th Malachite, 261 |
| | Witness: `Goat` Cattenemen, Axe-Manager.
Accuses: `SanDiego` Ríbarustuth, El Mechanico.
Date: 26th Malachite, 261
Reported: 27th Malachite, 261 |
| | Witness: Sigun Storlutlikot, Hammerdwarf.
Accuses: `SanDiego` Ríbarustuth, El Mechanico.
Date: 26th Malachite, 261
Reported: 27th Malachite, 261 |
| | Witness: Meng Osorasmel, Macedwarf.
Accuses: `SanDiego` Ríbarustuth, El Mechanico.
Date: 26th Malachite, 261
Reported: 27th Malachite, 261 |
| MORE | |

Did it right in the middle of the barracks too. Poor macedwarf sod. No trial for San Diego, he is a war hero still, we need all the swords we can get and his killed a damn titan:
[Spoiler](#) (click to show/hide)

| The Kills of `SanDiego` Ríbarustuth |
|--|
| Two Kills |
| Thalu Flaxenspray the Beards of Spring the savanna titan, d. 260
Fikod Divinewheels the dwarf, d. 261 |

Another siege! Our food problems are about to get a bit smaller, provided as many dwarves as I think are going to die:
[Spoiler](#) (click to show/hide)

| Citizens <137> | Pets/Livestock <27> | Others <88> | Dead/Missing <500> |
|---|---------------------|-------------|--------------------|
| Bâx, Troll | | Invader | |
| Xuspgas, Troll | | Invader | |
| Nako, Troll | | Invader | |
| Ber, Troll | | Invader | |
| Aslot, Troll | | Invader | |
| Azstrog, Troll | | Invader | |
| Stosbûb, Troll | | Invader | |
| Ngebzo, Troll | | Invader | |
| Atu Urarsuxo, Goblin Hammerman | | Invader | |
| Bâx Toslugolngö, Goblin Hammerman | | Invader | |
| Stâsost Dangxûngu, Goblin Hammerman | | Invader | |
| Song Tungûsnodub, Goblin Hammerman | | Invader | |
| Aslot Zurdosolngö, Goblin Hammerman | | Invader | |
| Bosa Ngokangazstrog, Goblin Hammerman | | Invader | |
| Strodno Stoslosnamoz, Goblin Hammerman | | Invader | |
| Kutsmob Kutsmobmot, Goblin Hammerman | | Invader | |
| Olngö Dostngospspano, Goblin Hammerman | | Invader | |
| Bâx Gusslaxngokang, Goblin Hammerman | | Invader | |
| Zolak Stâsostugsnor, Goblin Hammerman | | Invader | |
| Mato Zolakxukong, Goblin Hammerman | | Invader | |
| Aslot Olngögostat, Goblin Hammerman | | Invader | |
| ûsbu Ngostongamxu, Goblin Hammerman | | Invader | |
| Stâsost Exuzurar, Goblin Hammerman | | Invader | |
| Aslot Zolaksangösm, Goblin Elite Bowman | | Invader | |
| Kutsmob Snustrokolngö, Goblin Hammerman | | Invader | |
| Strodno Snamozzurusp, Goblin Hammerman | | Invader | |
| Amxu Ngomosmun, Goblin Hammerman | | Invader | |
| Dang ûsbusur, Goblin Hammerman | | Invader | |
| Arstruk Zolaktotsnost, Goblin Hammerman | | Invader | |
| Amxu Bâxspang, Goblin Hammerman | | Invader | |
| Zom Smatspodang, Goblin Hammerman | | Invader | |
| Song Uraraton, Goblin Hammerman | | Invader | |
| Atu Slaxutol, Goblin Hammerman | | Invader | |
| Dang Smatspouksos, Goblin Hammerman | | Invader | |
| Xusngas Xusngasugok, Goblin Hammerman | | Invader | |

Voiceinthefan and her baby were just outside the gates. The goblin master archer raised his bow. Fired. Fired again. Fired a third, a fourth and a fifth time. Voiceinthefan wasn't even running. I don't think she even saw the damn goblins. We saw them...Armok did we see them...After the sixth shot the lashers started laughing at the elite archer. He cursed at them something horrible, took aim at Voiceinthefan and saw both her and her baby turn a corner out of sight. Some unlucky woodburner took that exact moment to turn the same corner. It didn't go well, he took one shot but this time, it was all he needed:
[Spoiler](#) (click to show/hide)

Tobul Laniradil, "Tobul Slywall", Wood Burner

Tobul Laniradil has been ecstatic lately. She was woken by noise while sleeping lately. She slept in a very good bedroom recently. She was forced to eat vermin to survive lately. She has been starving lately. She has complained of hunger lately. She admired own fine Bed lately. She gave birth to a boy recently. She admired a completely sublime Well lately. She was caught in the rain recently. She sustained major injuries recently.

She is married to Morul Bridgeseal and has one child: Alâth Laborsack.

She is a citizen of The Rampart of Tours. She is a member of Voidgods. She is a former member of The Abyssal Vestibule. She is a former member of The Entangled Axe. She arrived at Usânstâkud Nazushmestthos on the 1st of Felsite in the year 288.

She is eighty-four years old, born on the 1st of Granite in the year 177.

Her upper body is cut open. Her heart is broken. Her heart is spraying Tobul Slywall's dwarf blood.

She is short. Her very long hair is tied in a pony tail. Her heliotrope eyes are very round. Her nose is upturned. Her somewhat short head is extremely narrow. Her small-lobed ears are somewhat short. Her hair is dark tan with a touch of gray. Her skin is brown.

She is clumsy and clumsy.

We clash with them briefly and lose three men to archer fire:

[Spoiler](#) (click to show/hide)

Item inaccessible.

Rigòth Udilastesh, Gem Setter cancels Store Item in Stockpile: Item inaccessible.

Amost Oddomkûbuk, Milker cancels Store Item in Stockpile: Item inaccessible.

‘Dravek’ Kibnokgol, Miner cancels Dig Channel: Dangerous terrain.

Kadol Kaluratis, Macedwarf has been struck down.

Sigun Storlutlikot, Hammerdwarf has been struck down.

Thikut Oddomalnis, Fish Cleaner cancels Store Item in Stockpile: Item inaccessible.

Thikut Oddomalnis, Fish Cleaner cancels Store Item in Stockpile: Item inaccessible.

Morul Sazirgembish, Fisherdwarf cancels Store Item in Stockpile: Interrupted by Troll.

Sodel Kadolstîgil, Woodcrafter cancels Store Item in Stockpile: Item inaccessible.

Domas Sezukoddom, Weaponsmith cancels Store Item in Stockpile: Item inaccessible.

Domas Sezukoddom, Weaponsmith cancels Store Item in Stockpile: Item inaccessible.

‘Brokenmind’ Kêshshakîton, Speardwarf has been struck down.

ûshrîr Dîshmabtîthal, Spinner cancels Store Item in Stockpile: Item inaccessible.

Morul Sazirgembish, Fisherdwarf cancels Store Item in Stockpile: Interrupted by Troll.

Backing up, our stalwards line the entrance hall waiting for the goblins to come to us. Just then a second siege appeared:

[Spoiler](#) (click to show/hide)

| Dwarf Fortress | | | |
|---|---------------------|-----------------|--------------------|
| Citizens <132> | Pets/Livestock <27> | Others <97> | Dead/Missing <516> |
| Giplildis, Troll | | Invader | |
| Grodîs, Voidspawn Drone Axe Lord | | Opposed to life | |
| Dribleembîs, Voidspan Thrall Axeman | | Opposed to life | |
| Stlolojîlulis, Voidspan Thrall Axeman | | Opposed to life | |
| Lruguchinkîs, Voidspan Thrall Axeman | | Opposed to life | |
| Flotraydis, Voidspan Thrall Axeman | | Opposed to life | |
| Lrulbîs, Voidspan Thrall Axeman | | Opposed to life | |
| Srogudin, Voidspawn Drone Axe Lord | | Opposed to life | |
| Breemus, Voidspan Thrall Swordmaster | | Opposed to life | |
| Shrilidîglodus, Voidspan Thrall Maceman | | Opposed to life | |
| Lrobobobonkus, Voidspan Thrall Maceman | | Opposed to life | |
| Fralashlibus, Voidspan Thrall Maceman | | Opposed to life | |
| Trofoshonker, Voidspan Thrall Maceman | | Opposed to life | |
| Shlulushrarsner, Voidspan Thrall Macemn | | Opposed to life | |
| Pokîrbus, Voidspawn Drone Mace Lord | | Opposed to life | |
| Shlududumis, Voidspawn Drone Mace Lord | | Opposed to life | |
| Chlalabachlolus, Voidspawn Drone Mc Lrd | | Opposed to life | |
| Podogogarus, Voidspan Thrall Mastr Lshr | | Opposed to life | |
| Bâx, Troll | | Caged Prisoner | |
| Xuspgas, Troll | | Caged Prisoner | |
| Nako, Troll | | Caged Prisoner | |
| Ber, Troll | | Caged Prisoner | |
| Azstrog, Troll | | Caged Prisoner | |
| Stosbûb, Troll | | Caged Prisoner | |
| Atu Urarsuxo, Goblin Hammerman | | Caged Prisoner | |
| Bâx Toslugolngö, Goblin Hammerman | | Caged Prisoner | |
| Strodno Stoslosnamoz, Goblin Hammerman | | Caged Prisoner | |
| Kutsmob Kutsmobmot, Goblin Hammerman | | Caged Prisoner | |
| ûsbu Ngostongamxu, Goblin Hammerman | | Caged Prisoner | |
| Aslot Zolaksangösm, Goblin Elite Bowman | | Caged Prisoner | |
| Atu Saspspusozud, Goblin Hammerman | | Invader | |
| Kutsmob Snustrokolngö, Goblin Hammerman | | Invader | |
| Strodno Snamozzurusp, Goblin Hammerman | | Invader | |
| Amxu Ngomosmum, Goblin Hammerman | | Invader | |
| Olngö Ngomumal, Goblin Hammerman | | Invader | |

Voidspawn. I hoped to never the see the evil things again.

The goblins and the void spawn head right for each other:

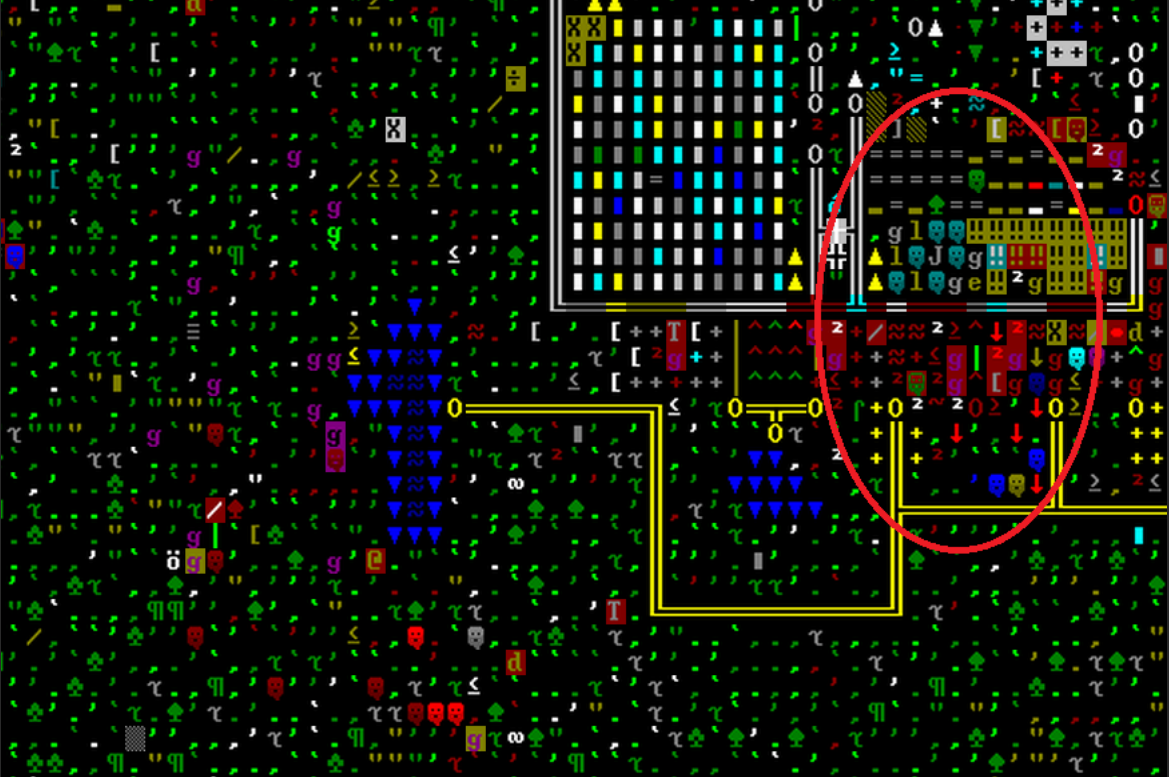
[Spoiler](#) (click to show/hide)



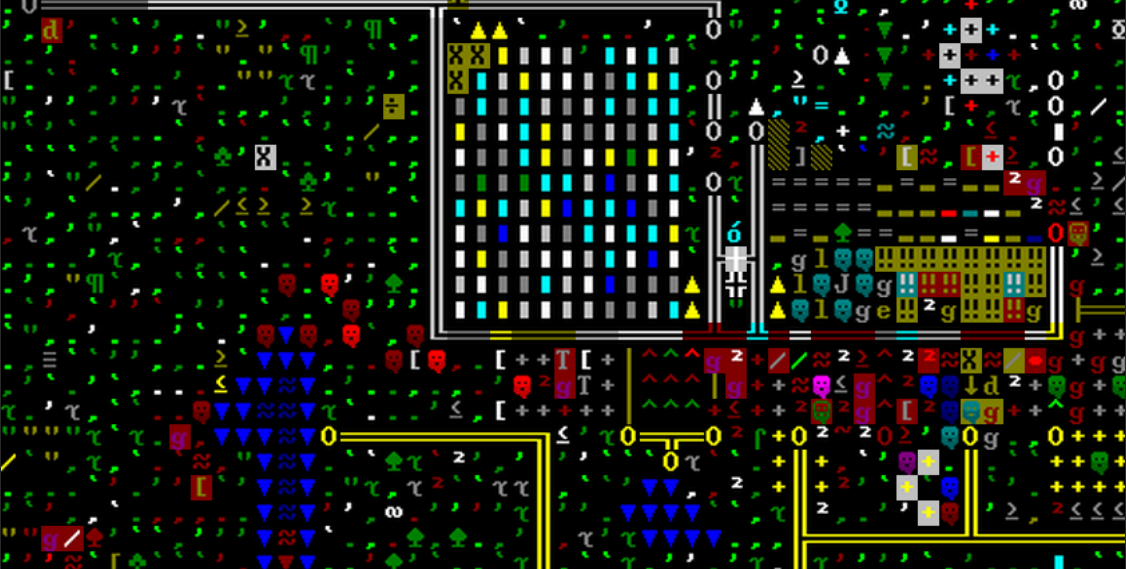
The meeting is what you'd call "decisive":
[Spoiler](#) (click to show/hide)

The Voidspawn Soldier Mace Lord bashes The Goblin Hammerman in the lower body with its (<{*steel mace*}>), bruising the muscle and bruising the stomach through the (<groundhog leather cloak>)?
The Goblin Hammerman misses The Voidspawn Soldier Mace Lord!
The Voidspawn Soldier Mace Lord charges at The Goblin Hammerman!
The Goblin Hammerman looks surprised by the ferocity of The Voidspawn Soldier Mace Lord's onslaught!
The Voidspawn Soldier Mace Lord slashes The Goblin Hammerman in the head, bruising the muscle and shattering the skull through the (<giant cave spider silk hood>)?
The Voidspawn Soldier Mace Lord collides with The Goblin Hammerman!
The Goblin Hammerman is knocked over!

We sit this one out behind the gate:
[Spoiler](#) (click to show/hide)



The goblins get killed pretty quickly but we get odd reports of the void spawn slaughtering each other in the northeast. We ignore them. We've got bigger problems: a single troll survivor breaks from the combat and runs screaming into our battle line. The void spawn follow:
[Spoiler](#) (click to show/hide)



A few minutes later and I was slain:
[Spoiler](#) (click to show/hide)

The <steel battle axe> has lodged firmly in the wound!
The Axe-Manager twists the embedded <steel battle axe> around in The Voidspawn Soldier Mace Lord's right upper leg!
The Axe-Manager hacks The Voidspawn Soldier Mace Lord in the left lower arm with her <steel battle axe>, tearing apart the muscle!
The <steel battle axe> has lodged firmly in the wound!
The Voidspawn Drone Mace Lord charges at The Axe-Manager from the side!
The Axe-Manager looks surprised by the ferocity of The Voidspawn Drone Mace Lord's onslaught!
The Voidspawn Drone Mace Lord slashes The Axe-Manager in the right foot from the side, fracturing the bone through the <cave spider silk shoe>!
The Voidspawn Drone Mace Lord collides with The Axe-Manager!
The Axe-Manager is knocked over and tumbles backward!
The Axe-Manager gives in to pain.
The Voidspawn Drone Mace Lord grabs The Axe-Manager by the <cave spider silk shoe> with its left upper arm!
The Voidspawn Drone Mace Lord releases the grip of The Voidspawn Drone Mace Lord's left upper arm on The Axe-Manager's <cave spider silk shoe>.
The Voidspawn Drone Mace Lord grabs The Axe-Manager by the right lower leg with its left upper arm!
The Voidspawn Drone Mace Lord slashes The Axe-Manager in the head, tearing the fat and bruising the muscle, shattering the skull and bruising the brain through the <alpaca wool hood>!
'Goat' Cattenemen, Axe-Manager has been struck down.

At least it was fast, though my foot hurt like hell. My spirit hovered over the battlefield before settling into another skilled manager. Our army rallied pretty well despite my fall. Oryx the Mad God especially distinguished himself gaining a title:
Spoiler (click to show/hide)

```
`Oryx' `erithberdan Onolngalák Zunek, The Mad God
" `Oryx' Laborwalk the Mountainous Abysses of Sourness
ø

Sleep
Legendary Axedwarf
Dabbling Swordsdwarf
Proficient Shield User
Talented Armor User
Legendary Fighter
Adequate Wrestler
Dabbling Biter
Adequate Striker
Dabbling Kicker
Talented Dodger

c: Combat  b: Labor  m: Misc

g:Gen i:Inv p:Prf w:Wnd z:St
ESC: Done  f: Follow
```

The Mountainous Abysses of Sourness. Has a nice ring to it.

Oryx went to sleep after the battle, but some of the younger, less experienced dwarves wanted to check out the site where the void spawn were slaughtering each other. Only one seemed to still be standing, covered in the viscera of his fellows.

It seemed like an easy kill...

Prosnorkulus fell first, his spine shattered. Like a true dwarven hero he kept nudging the enemy with his inert, paralyzed body up until the very end:
Spoiler (click to show/hide)

```
The Voidspawn Drone Axe Lord releases the grip of The Voidspawn Drone Axe
→Lord's left upper arm on The Mace Lord's first toe, left foot.
The Mace Lord pushes The Voidspawn Drone Axe Lord in the right ear,
tearing apart the cartilage!
The Mace Lord pushes The Voidspawn Drone Axe Lord in the throat, but the
attack glances away!
The Mace Lord pushes The Voidspawn Drone Axe Lord in the tail, bruising
the fat!
The Mace Lord pushes The Voidspawn Drone Axe Lord in the guts, but the
attack glances away!
```

Next it beheaded the murderer El Mechanico and injected its foul poison into another dwarf:
Spoiler (click to show/hide)

```
tearing apart the left kidney:
The Voidspawn Drone Axe Lord releases the grip of The Voidspawn Drone Axe
Lord's right lower arm on The El Mechanico's left lower leg.
The CARPLord attacks The Voidspawn Drone Axe Lord but It jumps away!
The Voidspawn Drone Axe Lord has become enraged!
The Voidspawn Drone Axe Lord bites The El Mechanico in the head, but the
attack is deflected by The El Mechanico's -steel helm-!
The CARPLord bashes The Voidspawn Drone Axe Lord in the right lower arm
with his +iron war hammer+, fracturing the bone!
→The Voidspawn Drone Axe Lord slashes The El Mechanico in the head,
bruising the muscle, shattering the skull and bruising the brain through
the <goat leather hood>!
`SanDiego' Ribarustuth, El Mechanico has been struck down.
The Bladeslinger hacks The Voidspawn Drone Axe Lord in the right upper
leg with his ≡steel battle axe≡, tearing apart the muscle!
The CARPLord bashes The Voidspawn Drone Axe Lord in the lower body with
his +iron war hammer+, bruising the muscle and bruising the guts!
The Voidspawn Drone Axe Lord bites The Bladeslinger in the left upper
leg, bruising the muscle through the <pig tail fiber cloak>!
The Voidspawn Drone Axe Lord latches on firmly!
The CARPLord bashes The Voidspawn Drone Axe Lord in the head with his
+iron war hammer+, bruising the muscle, jamming the skull through the
brain and tearing the brain!
The Voidspawn Drone Axe Lord shakes The Bladeslinger around by the left
upper leg, tearing apart the left upper leg's muscle and bruising the
bone!
An artery in the left upper leg has been opened by the attack, many
nerves have been severed and a tendon has been torn!
The CARPLord bashes The Voidspawn Drone Axe Lord in the upper body with
his +iron war hammer+, bruising the muscle, jamming the right false ribs
through the right lung and tearing the right lung!
The +iron war hammer+ has lodged firmly in the wound!
The Bladeslinger hacks The Voidspawn Drone Axe Lord in the left upper leg
with his ≡steel battle axe≡ and the severed part sails off in an arc!
The Voidspawn Drone Axe Lord falls over.
The Voidspawn Drone Axe Lord shakes The Bladeslinger around by the left
```

This one, a fellow named Mortis only lasted a few seconds after the bite, so he didn't suffer from the poison overlong:
Spoiler (click to show/hide)

The Bladeslinger loses hold of the <pig tail fiber left glove>.
The Voidspawn Drone Axe Lord shakes The Bladeslinger around by the left hand and the severed part sails off in an arc!
The left hand is ripped away and remains in The Voidspawn Drone Axe Lord's grip!
The Voidspawn Drone Axe Lord slashes The Bladeslinger in the right foot, fracturing the bone through the <sheep wool shoe>!
The Bladeslinger misses The Voidspawn Drone Axe Lord!
The Bladeslinger gives in to pain.
The Voidspawn Drone Axe Lord slashes The Bladeslinger in the head, tearing the fat and bruising the muscle and fracturing the upper spine's bone and bruising the nervous tissue through the <llama wool hood>!
The Voidspawn Drone Axe Lord slashes The Bladeslinger in the head, tearing the fat and bruising the muscle, shattering the skull and bruising the brain through the <llama wool hood>!
'Mortis' Eribgigin, Bladeslinger has been found dead.

Baltaraaz the Obliterator barely put up a struggle: [Spoiler](#) (click to show/hide)

The Voidspawn Drone Axe Lord bites The Obliterator in the head, bruising the muscle, shattering the skull and bruising the brain through the (sheep wool hood)!

Abyssal taint is injected into the The Obliterator's dwarf blood!

'Baltharaaz' Tekkudstukos, Obliterator has been struck down.

At this point the army began to panic, running from the thing which at this point barely dragged itself around, the horrid Granite Amethyst, even with missing limbs, more than a match for our forces: [Spoiler \(click to show/hide\)](#)

The image is a screenshot of the Dwarf Fortress game interface, split into two main sections. The left section shows a top-down view of the fortress and its surroundings, rendered in a colorful, pixelated style. The terrain is green, and the fortress structures are visible. The right section contains text information.

Top Bar:

- Left: ***PAUSED*** (in red)
- Center: **Dwarf Fortress** (in white)
- Right: **Idlers: 1** (in yellow)

Left Panel (Map):

- The map shows a complex layout of the fortress, including various buildings and structures.
- The terrain is green, and the fortress structures are visible.
- The map is surrounded by a black border.

Right Panel (Text):

Grodis Rilenera Bamofece, Voidspawn Drone Axe Lord
"Grodis Riderconjured the Granite Amethyst"

Item List:

- upper body
- lower body
- head
- right upper arm
- left upper arm
- right lower arm
- left lower arm
- right hand
- left hand
- right upper leg
- left upper leg
- right lower leg
- left lower leg
- right foot
- left foot

Legend:

- g:** Gen
- i:** Inv
- p:** Prf
- w:** Wnd
- z:** St
- ESC:** Done
- f:** Follow

Finally, it is the legendary AnimaRytak that slays the beast, cutting it in half as it feasted upon yet another militia soldier: [Spoiler \(click to show/hide\)](#)

The Kills of 'AnimaRytak' Tulonidos Amugthîkut Stul
Grodis Rider conjured the Granite Amethyst the voidspawn drone, d. 261

Eight Other Kills

One thrips man (♂) in Murdermachines the Blood-Citadel
One thrips woman (♀) in Murdermachines the Blood-Citadel
One mosquito woman (♀) in Murdermachines the Blood-Citadel
One louse man (♂) in Murdermachines the Blood-Citadel
One giant louse (♀) in Murdermachines the Blood-Citadel
Two louse women (♀) in Murdermachines the Blood-Citadel
One giant raven (♀) in Murdermachines the Blood-Citadel

Thus ended the great siege.

Fall:

Greg went melancholy over the slain Prosnorkulus.
A surprising number of infants died of thirst

The traders came and dammit if I didn't buy up every bit of food they had in exchange for the traditional dwarf export: gold bars and bloodied torn clothing.

Winter:

A weaponsmith forged a damn fine warhammer
Think I'll give it to the militia commander.

It was only 15 days before my term ended when another siege came. I'll deal with that tale tomorrow.

sorry for delays, I'm almost done with the year, will post the save tomorrow. I'll put a picture of the warhammer up too. it's copper, but hey it's an artifact!

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **thegoatgod_pan** on **July 09, 2013, 05:16:19 am**

oops double posted--guess I'll modify this one tomorrow to post the save.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **StLeibowitz** on **July 09, 2013, 06:18:16 pm**

Do I yet live?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **NRDL** on **July 09, 2013, 11:43:25 pm**

Quote from: StLeibowitz on July 09, 2013, 06:18:16 pm

Do I yet live?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **GentlemanRaptor** on **July 09, 2013, 11:44:59 pm**

[Quote from: thegoatgod_pam on July 09, 2013, 05:15:05 am](#)

Sniper strayed outside with her child and nearly tripped over a kobold. With goblins just a few strides away, behind the cover of trees she tore the hell out of that kobold, giving torturing lessons and pointers to her baby all the while:

[Spoiler](#) (click to show/hide)

*tissue through the <<small cave spider silk tunic>>!
The Sniper releases the grip of The Sniper's left upper arm on The Kobold Thief's head.
The Sniper grabs The Kobold Thief by the fourth finger, left hand with her right hand!
The Sniper releases the grip of The Sniper's right hand on The Kobold Thief's fourth finger, left hand.
The Kobold Thief gives in to pain.
The Sniper grabs The Kobold Thief by the head with her right upper arm!
The Sniper releases the grip of The Sniper's right upper arm on The Kobold Thief's head.
The Sniper grabs The Kobold Thief by the first toe, left foot with her right hand!
The Sniper punches The Kobold Thief in the head with her left hand, bruising the muscle, jamming the skull through the brain and tearing the brain!

I can just imagine...

"Okay, so these are the different points you can grab. Got it? Armok, pay attention! And this *crunch* is how you finish it off. With your bare hands. No, you can't eat it. Go wash the brain off your clothes and grab a crossbow, I'm teaching you marksmanship next."

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **thegoatgod_pan** on **July 10, 2013, 03:32:02 am**

Quote from: StLeibowitz on July 09, 2013, 06:18:16 pm
Do I yet live?
Quote from: NRDL on July 09, 2013, 11:43:25 pm
Quote from: StLeibowitz on July 09, 2013, 06:18:16 pm
Do I yet live?

i think so, I mentioned all the named dead explicitly. I hope so, anyway

last 15 days of winter.

So another siege came. Goblin archers, trolls and hammerers, usual shit.

As usual some assholes are stumbling about outside, a child turns into a pincushion as does a named dwarf: Aseaheru, honored pot thrower bit the dust full of goblin arrows:
[Spoiler](#) (click to show/hide)



His mistake was running into a kobold and taking his sweet time shooting it dead. I can't be sure, but the kobold might have crawled away a broken cripple. No matter Aseaheru didn't crawl away at all.

But it was Ok, I gave orders to hold the bend so that their archers would close into our melee range.

Then I heard sounds of combat:
[Spoiler](#) (click to show/hide)

PAUSED* SIEGE

Dwarf Fortress

Idlers: 2



'AnimaRytak', Tulongidos Amugt

"AnimaRytak", Roadcalls the

upper body
lower body
head
right upper arm
left upper arm
right lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right foot
left foot

g:Gen i:Inv p:Prf w:Wnd z:St

ESC: Done f: Follow v: Next

100

100

Animarytak, the goddamn void god, the single best murdering machine we have decided to screw my orders and to take on the siege by himself. He isn't even wearing boots or gloves.

Obviously I have no choice but to raise the whole damn army.

I follow void gods maneuvers with horror expecting him to drop to an arrow at any moment, but...well...he isn't doing too bad:
[Spoiler \(click to show/hide\)](#)

Page 2/3

Dwarf Fortress

19th Obsidian, 261

battle axe), tearing apart the muscle, shattering the skull and tearing apart the brain through the <<troll fur hood>>!
An artery has been opened by the attack!
A tendon in the skull has been torn!
The Goblin Maceman has been knocked unconscious!
The Goblin Maceman misses The The Void God!
The The Void God charges at The Goblin Maceman!
The Goblin Maceman looks surprised by the ferocity of The The Void God's onslaught!
The The Void God hacks The Goblin Maceman in the left lower arm with his <steel battle axe>, shattering the bone through the <<brown recluse spider silk cloak>>!
A ligament has been torn and a tendon has been torn!
The The Void God collides with The Goblin Maceman!
The Goblin Maceman is knocked over!
The Goblin Maceman misses The The Void God!
The The Void God blocks The flying <<-«*iron arrow*»->>!
The The Void God hacks The Goblin Maceman in the left ear with his <steel battle axe> and the severed part sails off in an arc!
The Goblin Maceman misses The The Void God!
The The Void God hacks The Goblin Maceman in the left hand with his <steel battle axe>, shattering the bone through the <<skunk leather left glove>>!
An artery has been opened by the attack, a sensory nerve has been severed, a ligament has been torn and a tendon has been torn!
The Goblin Maceman attacks The The Void God but He jumps away!
The The Void God slaps The Goblin Maceman in the right upper leg from the side with the flat of his <steel battle axe>, jamming the bone through the right hip's muscle and shattering the right hip's bone!
The Goblin Maceman misses The The Void God!
The The Void God hacks The Goblin Maceman in the right upper leg from the side with his <steel battle axe>, shattering the bone through the <<brown recluse spider silk cloak>>!
An artery has been opened by the attack and a tendon has been torn!
The Goblin Maceman misses The The Void God!
The The Void God stands up.
The Goblin Maceman misses The The Void God!
The Goblin Maceman charges at The The Void God!
The Goblin Maceman misses The The Void God!
The Goblin Maceman collides with The The Void God!
They tangle together and fall over!
The Goblin Maceman misses The The Void God!
The Goblin Maceman strikes at The The Void God but the shot is blocked!
The The Void God blocks The flying <<-«*iron arrow*»->>!
→The Goblin Maceman misses The The Void God!
The Goblin Maceman attacks The The Void God but He scrambles away!
The The Void God is no longer stunned.
The The Void God stands up.

x2
x2
x3
x2

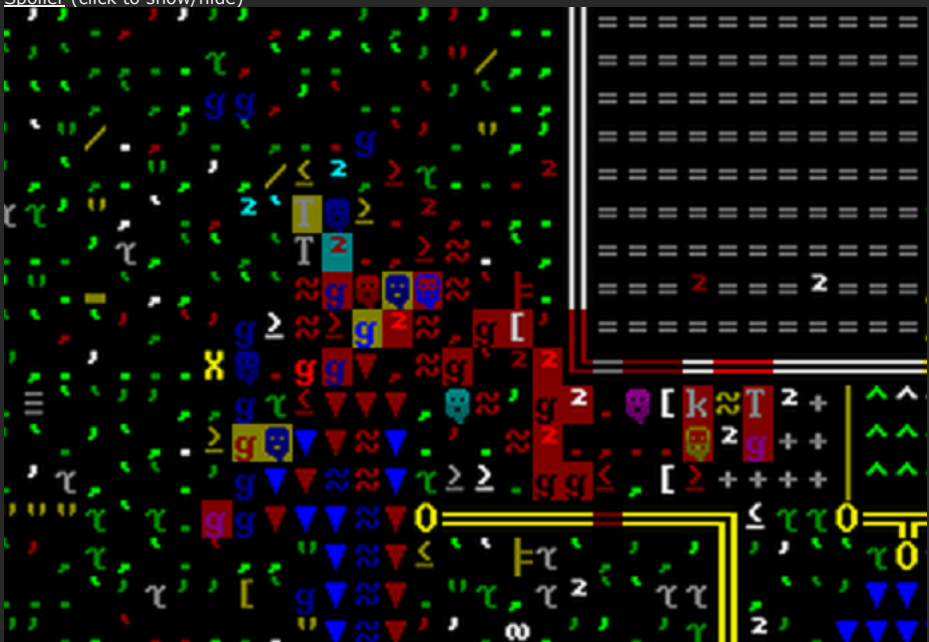
z: Zoom to location

Announcement Date: 19th Obsidian, 261

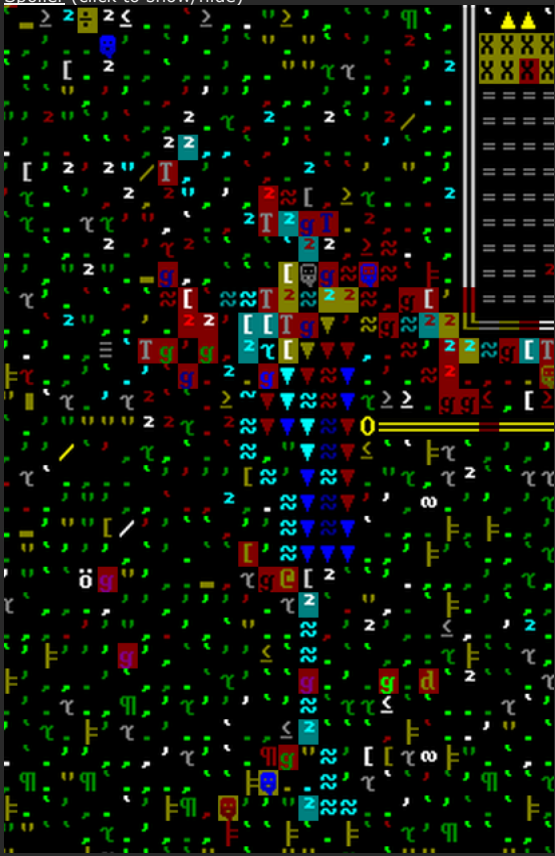
Then the kobold torturer shows up to help him, and his eyes glaze over. He doesn't end up doing too shabby either:
[Spoiler \(click to show/hide\)](#)



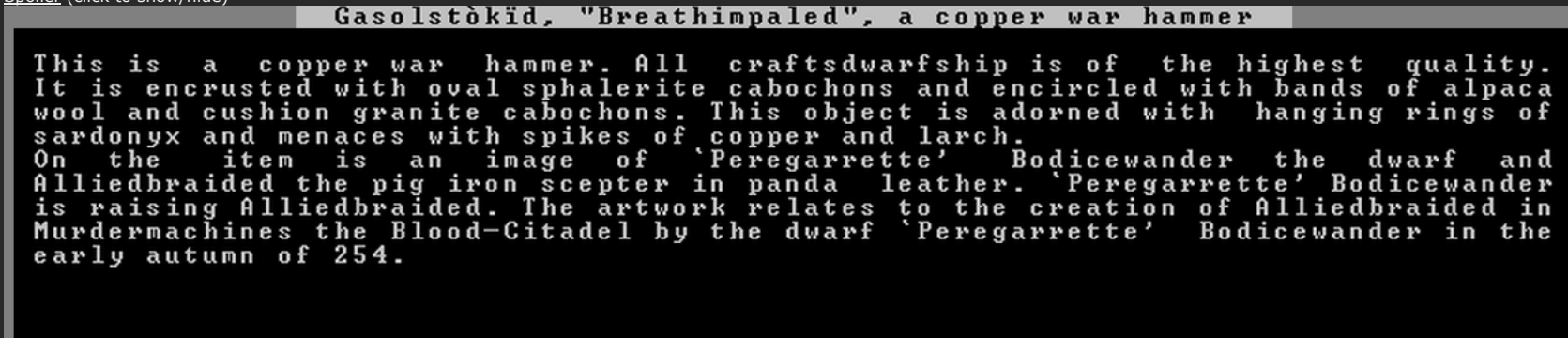
The two cut a neat path through the mace goblins, round on the archers and only get intercepted by trolls as the archers start firing:
Spoiler (click to show/hide)



They make it. The kobold torturer gets a cut on the foot and has to be rescued. Some unlucky maceman gets a broken bone but also lives. The goblins and trolls are utterly slaughtered, blood is everywhere:
Spoiler (click to show/hide)



Speaking of blood, my term is bloody over. My proudest achievement is the hammer whose creation I oversaw: I gave it to our finest hammerlord:
Spoiler (click to show/hide)



Breathimpaled...good dwarven name. I gave it to CARPLord

Here is the keys to the fort, hope the next overseer enjoys picking shit up off the ground, since I never quite got around to it, what with the three separate sieges and one conjoined siege:
<http://dffd.wimbli.com/file.php?id=7816>

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **peregarrett** on **July 10, 2013, 04:32:51 am**

My dorf was memorized on artifact war hammer. I'm very honored.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Teh_Idort** on **July 10, 2013, 11:38:57 am**

Well hell, my little dude did me proud, next overseer, make sure you rename my guy's profession (Chomper).

Also, FB kill, is that the first FB kill of the fort? or is AMBASSADOR on someone's resume?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **AoshimaMichio** on **July 10, 2013, 12:10:40 pm**

My dwarf appears to have good potential for crushing skulls with maces, yet she is just smelting stuff and cutting gems. What's wrong here?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **thegoatgod_pan** on **July 10, 2013, 12:15:49 pm**

Quote from: Teh Idort on July 10, 2013, 11:38:57 am
Well hell, my little dude did me proud, next overseer, make sure you rename my guy's profession (Chomper).
Also, FB kill, is that the first FB kill of the fort? or is AMBASSADOR on someone's resume?
. Looks like it might be in this reclaim, though there is a dead titan in the corpse pile.

Quote from: AoshimaMichio on July 10, 2013, 12:10:40 pm
My dwarf appears to have good potential for crushing skulls with maces, yet she is just smelting stuff and cutting gems. What's wrong here?
. My mistake, I assume, I tossed everyone who could fight into a militia at the beginning of spring. Somehow very few of them made it to the nxt spring. We need much more armor. Mybe smelting stuff is for the best

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Urist McDwarfFortress** on **July 10, 2013, 01:21:53 pm**

Don't we have like 80 tons of armor scattered around the surface?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **kefkakrazy** on **July 10, 2013, 04:06:01 pm**

Quote
AnimaRytak was possessed by an angry ghost

GOD ALMIGHTY.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **thegoatgod_pan** on **July 11, 2013, 01:19:08 pm**

Quote from: Urist McDwarfFortress on July 10, 2013, 01:21:53 pm
Don't we have like 80 tons of armor scattered around the surface?

Yes but the uniforms assigned long before me specify steel armor and my attempts to switch this to all metals lead to dwarves combing the land for a gauntlet mid siege.

Quote from: kefkakrazy on July 10, 2013, 04:06:01 pm
Quote
AnimaRytak was possessed by an angry ghost
GOD ALMIGHTY.

That's pretty much what I thought. The ghosts seem to like possessing the real hardcore dwarves

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Urist McDwarfFortress** on **July 11, 2013, 02:03:05 pm**

Quote from: kefkakrazy on July 10, 2013, 04:06:01 pm
Quote
AnimaRytak was possessed by an angry ghost
GOD ALMIGHTY.

Apparently not...

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **tryrar** on **July 11, 2013, 09:27:17 pm**

So, I saw I got in a little on the FB kill(I love requesting the profession of Goremaster, easy to track on combat logs), I'm also assuming my dorf is still around?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **July 13, 2013, 06:35:26 am**

I died? Awww. I kinda liked that body. It had a titan kill and stuff. Also, AnimaRytak posessed AND back with his axe? Not good.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **thegoatgod_pan** on **July 14, 2013, 12:33:56 am**

Quote from: SanDiego on July 13, 2013, 06:35:26 am
I died? Awww. I kinda liked that body. It had a titan kill and stuff. Also, AnimaRytak posessed AND back with his axe? Not good.

If it is any consolation, the murder you committed during the hungry summer would have gotten you hammered to death the moment someone appointed a sheriff or hammerer

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **AnimaRytak** on **July 16, 2013, 03:28:58 am**

Murdermachines does not belong on page two.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Orange Wizard** on **July 16, 2013, 06:27:35 am**

THEN WE MUST SLAY THE THREADS ON PAGE ONE!

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **gunpowdertea** on **July 16, 2013, 07:21:20 am**

Quote from: AnimaRytak on July 16, 2013, 03:28:58 am
Murdermachines does not belong on page two.

For a second I thought I might have missed that it was my turn... it is not (yet). How's the work on the LinDuC (Linear Duck Colider) coming along? Anybody started with that?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Nonsequitorian** on **July 16, 2013, 09:16:49 am**

Sweet homies. Awesome. What's up? Pretty cool bro.
I guess I gotta start playin. I have no idea what's going on in the world so I'll have to read up, (Or not? Whatever you guys please).

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **kefkakrazy** on **July 16, 2013, 11:02:40 am**

Poor little lamb, he thinks he's going to "understand" this place by actually reading the thread.
I'm convinced at least one Deathgate regular amuses himself by placing strange and arcane linkages between levers and doors and floodgates without labeling them, then passing the ensuing cluster%*&^ to the next man.
I'm sure of that, because it's exactly what I'd do if I hadn't spent my brief turn getting slaughtered by kobolds and watching Mad Fool go totally Jackie Chan on some kobolds.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **July 16, 2013, 11:29:06 am**

There are some marked levers. And some even work as advertised.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **masam** on **July 16, 2013, 12:11:39 pm**

Wishing to be dwarfed. Mas, male dwarf, violent "savior" of the abyssal dwarves. Probably just really good at killing non dwarfy things. I did add myself to the list. Strange how the void has a list of people in it. Seems very, nonvoidy to have something exist to keep track of things. ;)

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **kefkakrazy** on **July 16, 2013, 12:46:14 pm**

Quote from: SanDiego on July 16, 2013, 11:29:06 am
There are some marked levers. And some even work as advertised.

Speaking of which, whoever set up the drawbridge that closed off the fort from the outside back around my turn: You're a jerk >:(Damn thing was impossible to tell if raised or lowered, so I wound up accidentally letting kobolds into the fort then accidentally *sealing them in with me*.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Nonsequitorian** on **July 16, 2013, 03:58:44 pm**

What the hell is going on? This looks like a disaster! What are these levers?

WHAT IS MY GOAL?

I'll start actually playing the day after tomorrow or so.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **July 16, 2013, 05:07:38 pm**

Read the notes. The one that says it seals the fortress from the top really does - I once pulled it and AtomicAvocado and some other suckers were left to a voidspawn siege.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Lolfail0009** on **July 16, 2013, 05:37:23 pm**

Quote from: kefkakrazy on July 16, 2013, 12:46:14 pm
Quote from: SanDiego on July 16, 2013, 11:29:06 am
There are some marked levers. And some even work as advertised.

Speaking of which, whoever set up the drawbridge that closed off the fort from the outside back around my turn: You're a jerk >:(Damn thing was impossible to tell if raised or lowered, so I wound up accidentally letting kobolds into the fort then accidentally *sealing them in with me*.

It's no Paindeer, but it'll do.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Nonsequitorian** on **July 16, 2013, 05:38:36 pm**

Notes? I wasn't aware that function was even working. Huh. I guess I just don't write notes to myself when I play.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **gunpowderte**a on **July 17, 2013, 04:11:05 am**

Quote from: Nonsequitorian on July 16, 2013, 05:38:36 pm
Notes? I wasn't aware that function was even working. Huh. I guess I just don't write notes to myself when I play.

It helps when labeling levers. I usually colour-code them, but then... which magma vent does *this* red lever open again? The pressurized one?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Orange Wizard** on **July 18, 2013, 03:44:46 am**

Quote from: gunpowderte on July 17, 2013, 04:11:05 am
Quote from: Nonsequitorian on July 16, 2013, 05:38:36 pm
Notes? I wasn't aware that function was even working. Huh. I guess I just don't write notes to myself when I play.

It helps when labeling levers. I usually colour-code them, but then... which magma vent does *this* red lever open again? The pressurized one?

I don't use notes either, so it usually ends in this.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **peregarrett** on **July 18, 2013, 04:00:16 am**

maybe I sound a bit elfy, but dfhack has nice utility gui/mechanisms which shows linkages to this lever/bridge/floodgate/etc. Very useful when you come back to old long forgotten fortress. Or in cases like this.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **July 18, 2013, 04:18:09 am**

Yeah, but where's the fun in that.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **thegoatgod_pan** on **July 18, 2013, 04:29:58 am**

Or just folow my lead, ignore the levers out of sheer terror as to what they might do, and keep the fort open 24/7 year round. Sure almost everyone I drafted into the squads ended up dead, but the dwarvves already militarized before my turn were tough enough to survive and kick ass.

Just pick your battles. the corner bend besides our ballistae is where you want to be meeting the enemy, ideally after theyve been shot at by every projectile in the fort.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Orange Wizard** on **July 19, 2013, 01:10:06 am**

Quote from: thegoatgod_pan on July 18, 2013, 04:29:58 am
Or just folow my lead, ignore the levers out of sheer terror as to what they might do, and keep the fort open 24/7 year round. Sure almost everyone I drafted into the squads ended up dead, but the dwarvves already militarized before my turn were tough enough to survive and kick ass.

Just pick your battles. the corner bend besides our ballistae is where you want to be meeting the enemy, ideally after theyve been shot at by every projectile in the fort.

This. That, or have marksdwarves patrolling the area year round, to pincushionify anyone feeling like visiting.

Quote from: peregarrett on July 18, 2013, 04:00:16 am
maybe I sound a bit elfy, but dfhack has nice utility gui/mechanisms which shows linkages to this lever/bridge/floodgate/etc. Very useful when you come back to old long forgotten fortress. Or in cases like this.

That does sound elfy, but I can hardly blame you for doing that.


Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Nonsequitorian** on **July 20, 2013, 12:05:19 am**

Disaster struck.....


As in, I had no idea what was going on. I had been in a daze far as long as I could remember. Working in a place as dead as the bodies that laid around it was unsettling.

More unsettling, however, was this lever I saw everyday when I walked to and from work. The yellow stone beckoned to me, but its purpose didn't. I saw it, and I could touch it, but I dare not lest I wish a very possible death upon my brothers and sisters. The last thing I wanted was more of what unsettled me in the first place. Yet this orthoclase...


[Spoiler](#) (click to show/hide)

 ... A schist. I couldn't hold out.

[Spoiler](#) (click to show/hide)

 I really should be more careful.

[Spoiler](#) (click to show/hide)

 Nothing happened.

And nothing would happen for a while. Sure, new burial places were marked to be dug out and some other standard things, but that's all of real importance.

And Sodol Logemam, that crazy old bat. He stopped talking with us.

And Sodol Logemam, that crazy old bat. He started building something in MY shop not a week later! His socks must have been a little too tight...

There was nothing to talk about, except...


Sodol Logemam, that crazy old bat. He made a highwood bin! IN MY WORKSHOP! A WOODEN BIN! He should be wearing those socks around his neck.

...

A month passed.

Until...

[Spoiler](#) (click to show/hide)

 WHAT?

WHAT HAS HE?


I DON'T.

...

The lever called to me from somewhere else. I felt it. In the deep, dark corner of the fort.

Yet something else a bit darker was brewing outside. A vile force of evil. Voidspawn, and many of them. I knew not what would make of us, nor how many deaths we'd have this time around. It was the 12th of Felsite, I remember now.

[Spoiler](#) (click to show/hide)

 That was just the first wave, too.

Not to mention the trolls they brought us.

...

The battle went well. The trolls were slaughtered! I swear to Armok that Lolor the marksdwarf threw a troll! THREW HIM! A DAMNED MARKSDWARF THREW A TROLL! And a presser, who was holding bolts for some horrible reason, well that juicehead threw THOSE and killed that way! Udib was this presser's name. Udib Stelidreg. And though he was ordered to go inside, where we were hiding, he stayed out and valyantly killed the trolls with his bolts.

A week later and the attack was off. One dwarf died. A beekeeper.

That is all. Or it was all until Lolor, the marksdwarf who threw the troll was found dead. Many were missing. Probably dead. Guineacocks and kids, though, so no biggy.

Summer began. All was decent. Well, I found everything decent. The diplomat didn't. Because, well, it's hard to please a diplomat in a place where you basically walk on the bodies of fallen heros.

Not only am I still drunkish, but It's 1am. I don't have to work until I have a job, so I suppose I'm on vacation and will have time, but bluegh. I'm tired. I really haven't done this sort of thing before and I sort of feel out of my league playing with you guys. It isn't too hard to play, but playing DF with a bunch of people who play the same game completely differently is a bit awkward for me. MUEH I'll figure out how to do this sober (or not, we'll see).

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **The Mad Fool** on **July 20, 2013, 12:05:51 pm**

Drunk Overseer is BEST Overseer!

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **GentlemanRaptor** on **July 20, 2013, 08:55:24 pm**

Quote from: The Mad Fool on July 20, 2013, 12:05:51 pm
Drunk Overseer is BEST Overseer!

Seconded.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Orange Wizard** on **July 21, 2013, 03:15:32 pm**

Quote from: GentlemanRaptor on July 20, 2013, 08:55:24 pm
Quote from: The Mad Fool on July 20, 2013, 12:05:51 pm

Drunk Overseer is BEST Overseer!
Seconded.

Thirded

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Nonsequitorian** on **July 21, 2013, 10:03:36 pm**

Quote from: InsanityIncarnate on July 21, 2013, 03:15:32 pm
Quote from: GentlemanRaptor on July 20, 2013, 08:55:24 pm

Quote from: The Mad Fool on July 20, 2013, 12:05:51 pm
Drunk Overseer is BEST Overseer!

Seconded.
Thirded

Fourthed. And all this fourthing was making me a bit thirsty. Not too thirsty, just a couple drinks with dinner * sorta thing.

I was bored of working, so I decided to enroll in the military. Those executive bastards made me captain of the bronze rights. All alone in my own squad. Meh. It would let me go exploring, and I was already good at cutting things down.

Except that I was put on the force the same moment a monster attacked. It looked like a man with the head of a beast. Twas none other than a minotaur.



My damn luck.

Actually, my damn luck!
Spoiler (click to show/hide)



A beast that could tear an ogre limb from limb was torn limb from limb by a dwarf! Well, a god I mean, but I digress.

I decided to use my new position to explore some of the ruins before. More specifically a certain lever that called to me from the darkness. I knew what it was, but not how one got there. Knowledge of the darksecrets of the past dwarves of my dear fort drove me. Pushed me forward.

Having picked up some steel gear and my favorite ax I dived downward like any decent dwarf. Past oceans of boiling stone and water I walzed, and past ghosts and broken dreams I crept, and past the crypt that held a creeping darkness I drove myself deeper.

I wandered into a room. A strange room. Between the deepest depths and the world above. I knew not what it was, but it was surely something.
Spoiler (click to show/hide)



But I'd come back to that. At the moment discovering new terrain was much more important. I suppose discovering where that lead was also important, but I had time.

I suppose I had time. It took me nearly a month of walking to get to a stairway that everybody knew was already there. BUT WHEN I FINALLY DID get there, I could FINALLY star discovering again.

And what I found. Things no one needs to know existed. Horrible, awesome things. I saw things there that I want to forget.

Of course, now that I had seen them, the entire fortress had an idea how to get there. Hopefully they never would, and hopefully they wouldn't be told to. Two letters. V H. I knew not for what they stood.

I knew what it was, but not its cause. The labels that stood on the mechanics were definitely a thing of death, but for whom? My journey lead me back to the surface, or almost. The surface was walled off, but the entrance was still there.
Spoiler (click to show/hide)



I went back down.

The thing involved magma and pumps and a large canister, but more know I not.

...

Shorast has become withdrawn. He's a weirdo anyways. The guy wants to become a jewler! HA. Well good luck to 'em. Not really though. All he made was a perfect rubicelle. Dumbass.

When the humans came in mid Galena, the traders weren't really sure what to trade. Gems, sure, but nobody dare pick up and move any of the troll or voidspawn cages. They'd go for tons of money sure, but if one got loose it could spell disaster in deep red paint.

They didn't have anything good anyways, or so I heard. Some bronze bars for real cheap, which we bought, and some fruit to get the full value out of what we traded. We needed only trade gems, but in moving a cage, a lousman got loose. chek ur hats, doods. he cud b hidin der.

On the first day of autum the miners were all uppity about something. Some new shaft, one that went down real deep. I thought it might have something to do with the strange room, but I warn't sure.

There was a lack of flux stone. No steelwork was getting done. They fixed that up right quick and discovered an old tunnel in the process.

Hm. I'm not sure what to write in my journal. This year has been rather uneventful. A new kid was born today. Hopefully he'll die soon. I hate kids.

And so started sandstone...

Drinking had nothing to do with being a drunk overseer. I just enjoy drinking when I get home, and on vacation that's pretty much all the time.

Weren't too many pictures, but really nothing happened. Exploring around with Thorkild as a single military unit was fun, because there's some really useful things down there. I started my own secret plans after seeing the things that others before me had made. I don't know. I gotta get up early tomorrow. I probably would have finished it all tonight if I had time.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Vlasi** on **July 22, 2013, 11:13:40 am**

Uhm yeah, about that lever. It used to activate my dog crusher. Which didn't turn out as planned.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Nonsequitorian** on **July 22, 2013, 04:37:30 pm**

your
dog crusher?
whuuuuuuut

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Urist McDwarfFortress** on **July 22, 2013, 04:51:02 pm**

Quote from: Yuli Vlasi on July 22, 2013, 11:13:40 am
Uhm yeah, about that lever. It used to activate my dog crusher. Which didn't turn out as planned.

Quote from: Nonsequitorian on July 22, 2013, 04:37:30 pm
your

dog crusher?
whuuuuuuut

This is why I love succession forts.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Teh_Idort** on **July 23, 2013, 04:07:10 pm**

Quote from: Urist McDwarfFortress on July 22, 2013, 04:51:02 pm
Quote from: Yuli Viasi on July 22, 2013, 11:13:40 am
Uhm yeah, about that lever. It used to activate my dog crusher. Which didn't turn out as planned.
Quote from: Nonsequitorian on July 22, 2013, 04:37:30 pm
your
dog crusher?
whuuuuuuuuut
This is why I love succession forts.

What's a little animal abuse between friends.

What's that? "fun" you say? What's that?

Is it anything like winning? No? It's not about winning? What's it about then?

"WELL, F IS FOR FORGOTTEN BEAST WHICH KILL US, TOGETHER"
" U IS FOR HUMAN SOLDIERS"
"N IS FOR NO HOPE AT EVER WINNING, HERE IN OUR GOOD OLD GAME"

That doesn't sound fun to me, in fact it sounds terrible.

Well you don't have to be RUDE about it, I would happily get out without you needing to add a "fuck" in there. Jesus.

Title: Re: Murdermachines - A Glorious Revival! (Deathgate II)
Post by: peregarrett on July 23, 2013, 05:08:20 pm

Quote from: Nonsequitorian on July 21, 2013, 10:03:36 pm
Of course, now that I had seen them, the entire fortress had an idea how to get there. Hopefully they never would, and hopefully they wouldn't be told to. Two letters. V H. I knew not for what they stood.

Ha, so you found my V/H-arena!
To be honest I completely lost the main thread of this fort. I remember ass-shaped arena, voidpawns and Void God. That's all. Maybe that's too much re-posessions or too much beer. Anyway, If I'm not dorfed - dorf me ASAP. Kisses.

Title: Re: Murdermachines - A Glorious Revival! (Deathgate II)
Post by: Yuli Viasi on July 24, 2013, 05:20:51 am

Does anyone know what happened to the artifact warhammer made of dwarven bone?

Title: Re: Murdermachines - A Glorious Revival! (Deathgate II)
Post by: Krevsin on July 24, 2013, 06:11:56 am

Does my guy still live?

Title: Re: Murdermachines - A Glorious Revival! (Deathgate II)
Post by: Nonsequitorian on July 24, 2013, 12:54:42 pm

I have to go up norther in two days where I wont have internet connection. Either I can cram to finish now, or I drop it or something. I dunno. I will try to cram I spouse. Tonight maybe.

Title: Re: Murdermachines - A Glorious Revival! (Deathgate II)
Post by: Nonsequitorian on July 24, 2013, 10:10:46 pm

Double post means I luv u.

Not much really happened. The fortress kept keepin on, but more than that? Nothing. There had been problems with flux stone, so the people started mining for more. They weren't mining specifically for flux stone, it was simply part of a new hallway.

Then, we needed coal. So they mined for coal.


The dwarven caravan arrived. They werent pleased when we gave them all our gems for some steel. Whatever. May they get eaten by giant cave spiders on the way home.

I swear I saw a ghost follow Pitchblende, the dwarf who has.

You remember. He has.

Plop was possessed. Meh. Not as rad as having a mood, but whatever brings home the plump helmet roast. Took the leather works he did. It didn't work though. Apparently the ghost left the host.

A dwarf asked us what we wanted from the next caravan. I was told that our trader informed them that "We need jack shit from [those] guys." I guess they know whats best.

The in Obsidian (oh god how did winter pass so fast?) Udib, the presser who killed trolls with thrown bolts, kept screaming about how he couldn't find his way out of a perfectly clear hallway.
Spoiler (click to show/hide)


And then.


Disaster struck...

Right at the end of the year. RIGHT at the end of the year. A siege arrived.


Worse news too. We were losing.

Whereas the last siege fled when we killed the trolls, this time the spawn themselves stepped in.


In one day, a speardwarf, "Rmm" and a swordsdwarf named Libash, and Etur and Amost, marksdwarves were lost.

If it went on much longer, the soldiers on the surface would be locked up there and the ballistae would be fired. It would surely kill them, but if it could kill the spawn then maybe we had a chance. At this point, there were more of those monsters than trained dwarves.
Spoiler (click to show/hide)


But they wouldn't go out without a fight. Our dwarves are the best. Anybody would agree with me on that. And even then, we had a little help...

From our enemies. They say the enemy of my enemy is my friend, but in this case our they weren't even our enemies enemies. The siege was attacking itself!
Spoiler (click to show/hide)




If they kept their little loyalty cascade kept working its magic, maybe they could kill themselves!

They piled on themselves. In one tiny area there were at least twenty of them ripping at each others throats! We had more than a chance, we had an advantage!
Spoiler (click to show/hide)


That smoke didn't look too promising. What was that from? FIRE? NO NOT A FIRE!

Maybe we weren't safe...

Or were we? The flooring in our entrance would stop the fire. They made and attended their own cremation ceremony.


These fuckers were toast.
Spoiler (click to show/hide)

They were done for.

And it was the second of granite. It was spring.

Jesus fucking christ my computer lagged out because of this. It was epic. Especially because I thought it was such a boring session of play. Nothing happened until I had maybe 15 more minutes, then BAM vile force of evil. Mein Gott.

Here's the save.

http://dffd.wimbli.com/file.php?id=7856 (http://dffd.wimbli.com/file.php?id=7856)

Title: Re: Murdermachines - A Glorious Revival! (Deathgate II)
Post by: Teh_Idort on July 25, 2013, 12:32:35 am

Where the all might dicks did the fire come from man, don't yell fire and NOT tell us how it started!

Title: Re: Murdermachines - A Glorious Revival! (Deathgate II)
Post by: Orange Wizard on July 25, 2013, 05:54:59 am

Quote from: Teh_Idort on July 25, 2013, 12:32:35 am
Where the all might dicks did the fire come from man, don't yell fire and NOT tell us how it started!

I just read this (it was the only post on a new page) and wondered for a moment what thread I was on.

Then I remembered fire.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **Yuli Viasi** on **July 25, 2013, 07:45:14 am**

don't tell me there's another demon sword, please...

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **Nonsequitorian** on **July 25, 2013, 10:41:18 am**

I have no idea how the fire started. My theory is that voidspawn have very rough skin, and when they rub together the friction started a flame. Or spontaneous combustion. No idea.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **kefkakrazy** on **July 25, 2013, 11:59:27 am**

Could be some funny interaction with abyssal taint being high-temperature and getting spilled? Something? Anima might be able to answer depending on params for voidspawn.

As for the loyalty cascade, I think it was because of the thralls. I've observed it in the arena, but I'm not positive if it shows up in dwarf mode: if a voidspawn bites someone, and that person survives and becomes a thrall while still fighting, it'll still be hostile to the voidspawn that created it. It looks like the voidspawn might be creating thralls and then fighting them, and thralls are damn tough.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **Nonsequitorian** on **July 25, 2013, 01:49:15 pm**

Yeah I was surprised. I posted a picture of one of the voidspawn who was just basically held together by anger and spite, and it had been fighting a bunch of other voidspawn and was engulfed in flames. I think she's still out their for the next person to kill.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **kefkakrazy** on **July 26, 2013, 03:18:12 pm**

Voidspawn are ungodly tough, yo. When I toyed around with them in the arena, a voidspawn overlord in steel armor was able to wreck entire squads of dwarves despite being beaten down so badly it was basically a crawling torso with teeth and horns.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **chaosgear** on **July 26, 2013, 07:40:12 pm**

Holy crap, my turn.
Frankly, I'm not even sure if my computer can possibly handle Murdermachines, especially now that it's on fire and being seiged. In addition, I'm currently on vacation, and will have minimal play time for the next week. Gaining internet access is going to be difficult (I'm using my moms phone wifi hotspot, which has limited use).
I'm (trying to) download it now, but I can't guarantee I can finish my turn.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **Urist McDwarfFortress** on **July 26, 2013, 07:47:04 pm**

Quote from: chaosgear on July 26, 2013, 07:40:12 pm

Frankly, I'm not even sure if my computer can possibly handle Murdermachines, especially now that it's on fire

I read that as "it" referring to your computer, rather than the fortress. Was kinda wondering why you were typing on a flaming computer instead of calling the fire department!

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **DrTaco** on **July 26, 2013, 11:35:11 pm**

Seeing the madness that makes Voidspawn devour themselves, I wouldn't be surprised if his computer burst into flames.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **Just Some Guy** on **July 26, 2013, 11:36:08 pm**

Voidspawn suddenly turning upon themselves for no real reason? Sponateous combustion during said turning on each other?

Guys...

Terry's back.

Now the madness begins for real. Grab some popcorn, 'cause things just got *Fun*.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **chaosgear** on **July 26, 2013, 11:49:36 pm**

Well, I couldn't download the save. I could certainly download it once I get home on Monday, if you lot are willing to wait.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **SanDiego** on **July 29, 2013, 09:20:44 am**

I was away for one week. One. Week. Holy shit guys, a complete wildfire for no apparent reason?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **GentlemanRaptor** on **July 30, 2013, 04:12:14 pm**

Quote from: Just Some Guy on July 26, 2013, 11:36:08 pm

Voidspawn suddenly turning upon themselves for no real reason? Sponateous combustion during said turning on each other?

Guys...

Terry's back.

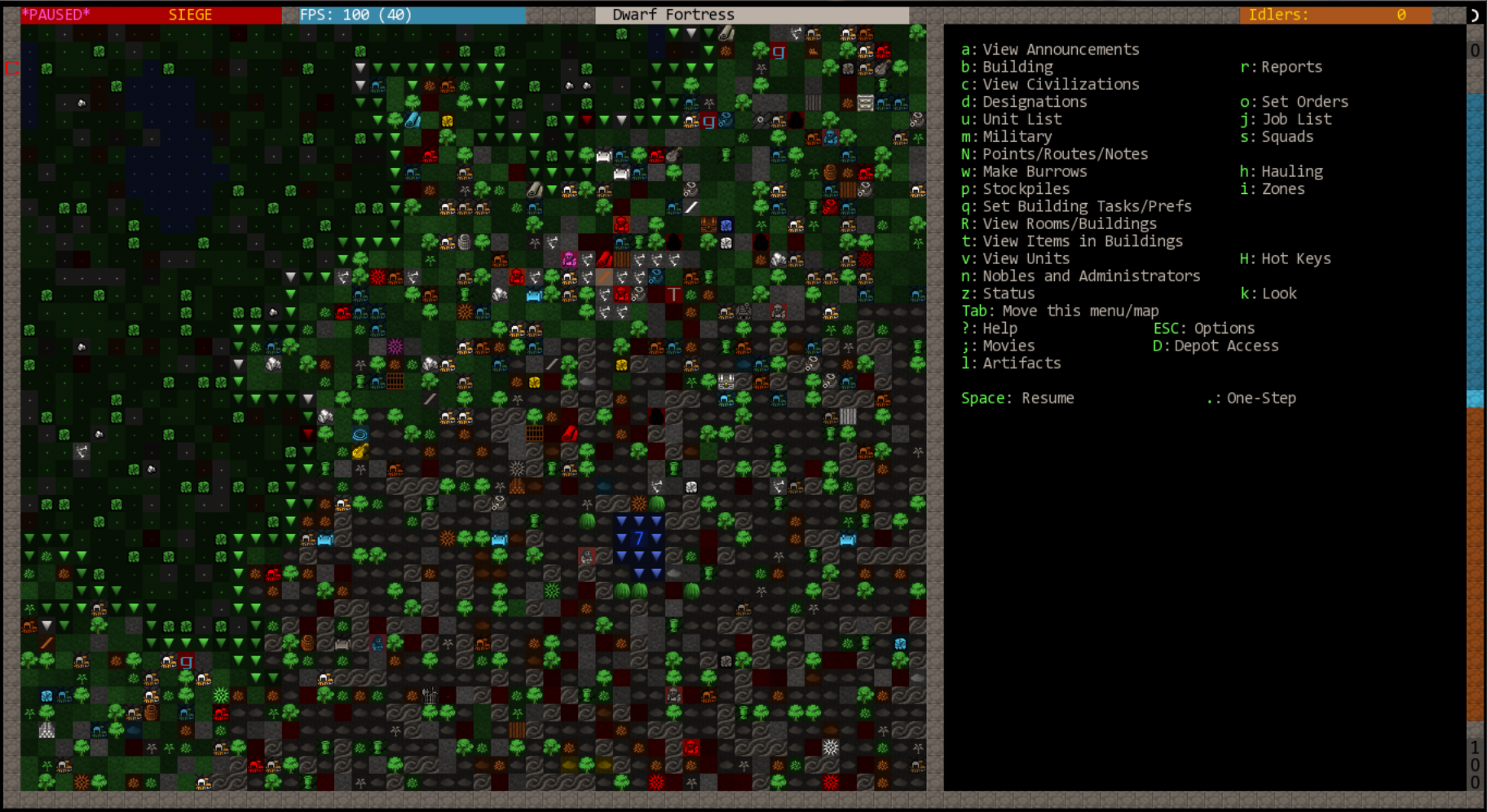
Now the madness begins for real. Grab some popcorn, 'cause things just got *Fun*.

Now we're cooking with gas! Or brimstone, alternatively. This should be a hell of a ride.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **chaosgear** on **July 31, 2013, 02:54:09 pm**

So I finally got to download and play, and this is the first thing I see:



Holy crap, theres armor and garbage everywhere. The game runs at a silky smooth 16 FPS on average, getting as low as 2 at points.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **DrTaco** on **July 31, 2013, 02:59:33 pm**

Wow, this place is getting pretty fucked up.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Teh_Idort** on **July 31, 2013, 03:04:33 pm**

Quote from: DrTaco on July 31, 2013, 02:59:33 pm
Wow, this place is getting pretty ~~fucked up~~ god damned beautiful.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Pitchblende** on **July 31, 2013, 09:41:19 pm**

So, if the purpose of Deathgate was to conquer the HFS, then would I be right in assuming MurderMachines exists to wreck the surface?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Krevsin** on **August 01, 2013, 01:23:14 am**

Quote from: Pitchblende on July 31, 2013, 09:41:19 pm
So, if the purpose of Deathgate was to conquer the HFS, then would I be right in assuming ~~MurderMachines~~ every dwarf fort ever exists to wreck the surface?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **August 01, 2013, 06:30:43 am**

Quote from: chaosgear on July 31, 2013, 02:54:09 pm
So I finally got to download and play, and this is the first thing I see:
[IMG]
Holy crap, theres armor and garbage everywhere. The game runs at a silky smooth 16 FPS on average, getting as low as 2 at points.
I tried to reduce the amount of surface crap, but in the process of reducing a few ambushes and stuff happened, so I ended up ADDING more mess.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Just Some Guy** on **August 01, 2013, 08:11:17 am**

Build a pointless, extremely costly megaproject.

Do it.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **kefkakrazy** on **August 01, 2013, 09:36:26 am**

Quote from: Pitchblende on July 31, 2013, 09:41:19 pm
So, if the purpose of Deathgate was to conquer the HFS, then would I be right in assuming MurderMachines exists to wreck the surface?

Dammit, Pitchblende, my gut told me I was reading a Xelnath post.

You got me.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Urist McDwarfFortress** on **August 01, 2013, 12:00:16 pm**

Perhaps we could build a gigantic pump-stack and cistern to flood the surface with magma to clear up some of the loose junk up there...

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **August 01, 2013, 12:06:26 pm**

Or we could make a huge garbage chute to the bowels of hell itself and dump all the crap *there*.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **StLeibowitz** on **August 01, 2013, 12:13:38 pm**

Or we could recycle?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Pitchblende** on **August 01, 2013, 01:28:44 pm**

Quote from: kefkakrazy on August 01, 2013, 09:36:26 am
Dammit, Pitchblende, my gut told me I was reading a Xelnath post.

You got me.

Success.

Quote from: StLeibowitz on August 01, 2013, 12:13:38 pm
Or we could recycle?

Hmm... Someone mod the raws so we can distill junk into a fine liquor.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **AnimaRytak** on **August 01, 2013, 11:02:55 pm**

Chaosgear, do you still intend to take your turn?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **chaosgear** on **August 02, 2013, 03:52:03 pm**

Sorry, I'd love to, but life just struck like lightning. I can't.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **kefkakrazy** on **August 02, 2013, 07:00:30 pm**

Quote from: chaosgear on August 02, 2013, 03:52:03 pm
Sorry, I'd love to, but ~~life~~ **Terry** just struck like lightning. I can't.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **DrTaco** on **August 04, 2013, 03:48:51 pm**

It seems Terry has leaked into reality. What have we done?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Lolfail0009** on **August 04, 2013, 05:51:37 pm**

He did that last time.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **The Mad Fool** on **August 04, 2013, 06:46:00 pm**

Yes. Don't worry if an eldritch manifestation of our own madness leaks into the physical world because that happens every time. That's reassuring, right?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **chaosgear** on **August 04, 2013, 11:03:19 pm**

Quote from: kefkakrazy on August 02, 2013, 07:00:30 pm
Quote from: chaosgear on August 02, 2013, 03:52:03 pm
Sorry, I'd love to, but ~~life~~ **Terry** just struck like lightning. I can't.

Ah, so it was Terry that gave my grandfather a stroke, caused him to start hallucinating, and hasn't let him sleep for three days?

Dangit, Terry, now I have to be with him every second of every day.
Dangit, Terry.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **August 05, 2013, 05:11:37 pm**

We have done it. We have released Him out. Run, run while there is still time.

OOC: Hang tight, chaosgear, most stroke victims gradually return as close to normal as possible, it all depends on their will to learn (speaking from the unfortunate experience with my own grandfather).

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **StLeibowitz** on **August 05, 2013, 08:07:57 pm**

My turn again, eh? I'll play tomorrow, free time for tonight has dropped off to "none".

Sorry about your grandpa, Chaosgear. Hope he recovers

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **StLeibowitz** on **August 06, 2013, 02:37:26 pm**

Yeah, nevermind. Go ahead and skip me, sorry for making you guys wait a day :(I've got a paper I've procrastinated on for too long to write.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **The Mad Fool** on **August 06, 2013, 05:43:16 pm**

From the Journal of The Mad Fool Enshalastesh:
Whispers in the dark....

It took me a long time, but my endeavors are slowly coming to fruition. I never before realized just how much I had been held back by the petty moralities of my fellow dwarf. Morality! Pfah! As if such sentiment was even relevant, given the magnitude of what I am trying to accomplish.

The Danger Room was quite a breakthrough in it all. I should have realized it sooner, but it took the collapse of the first fortress for the idea to truly sink in. Dwarves thrive in adversity. They grow strong with pain! The weak die, the strong survive and become stronger. That is nature. That is dwarf-kind! And so, whispers in the dark become the light of inspiration.

I had to dig deep to conceal my activities. They'll understand eventually, but the time for that is not yet at hand. The plan is simple, really. Begin early. Waste not a second of a Dwarf's life. And so they are refined, with claw and spear and fire. The children will grow amidst the wild dogs, and those that claw out from the ravening heap shall be strong by their very birth. And then they will be baptized. A baptism of fire, such that they will not fear the flames of hell nor the tips of spears, for their very skin shall be forged from the boiling blood of the deepest earth. They will train within a rain of blades, until they are nothing but hardened bone, steely muscle, and iron will. From twenty I will refine one. From a hundred will emerge five.

And then we will delve deep. They shall be clad in impervious adamantium, and in their hands will be hammers of purest silver. The red light of the molten depths will turn blue when reflected upon the axes they draw, and by that light the Voidspawn and the Demons and those blasted vermin kobolds will cower and flee.

They will be my Murdermachines, and they will know no fear.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Lolfail0009** on **August 06, 2013, 05:45:30 pm**

Quote from: The Mad Fool on August 06, 2013, 05:43:16 pm

From the Journal of The Mad Fool Enshalastesh:
Whispers in the dark....

It took me a long time, but my endeavors are slowly coming to fruition. I never before realized just how much I had been held back by the petty moralities of my fellow dwarf. Morality! Pfah! As if such sentiment was even relevant, given the magnitude of what I am trying to accomplish.

The Danger Room was quite a breakthrough in it all. I should have realized it sooner, but it took the collapse of the first fortress for the idea to truly sink in. Dwarves thrive in adversity. They grow strong with pain! The weak die, the strong survive and become stronger. That is nature. That is dwarf-kind! And so, whispers in the dark become the light of inspiration.

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And then we will delve deep. They shall be clad in impervious adamantium, and in their hands will be hammers of purest silver. The red light of the molten depths will turn blue when reflected upon the axes they draw, and by that light the Voidspawn and the Demons and those blasted vermin kobolds will cower and flee.

They will be my Murdermachines, and they will know no fear.

That... was... fucking... beautiful.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Mortis** on **August 07, 2013, 12:07:26 am**

Sorry, I don't have the time to take a turn right now. When I tried the last save, it only ran at two or three frames per second, then crashed, and my turn would drag out for weeks on what little time I have to play. Sorry.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Just Some Guy** on **August 07, 2013, 06:37:38 pm**

Are you gonna use my supersoldier factory idea?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **thegoatgod_pan** on **August 08, 2013, 04:30:44 am**

Quote from: Just Some Guy on August 07, 2013, 06:37:38 pm

Are you gonna use my supersoldier factory idea?

I started on a little structure to help with it, it is a hatch drop with a lever near the rest of the childcare compound stuff

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Just Some Guy** on **August 11, 2013, 10:52:29 am**

It's been three days. Where is everybody?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **gunpowdertea** on **August 11, 2013, 02:27:08 pm**

Ah,
oh... well.... I always feared it would come to this...
I was on holiday and there were three people before me! I'll download now and start my turn tomorrow... ok?

Cheers!

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **kefkakrazy** on **August 11, 2013, 09:15:09 pm**

Clearly Terry wants to see you play.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **gunpowdertea** on **August 11, 2013, 09:56:37 pm**

Yeah, and that after he broke my bike. Seriously, I had *three* broken spokes within three days... plus I was told the frame likely has a crack and the fork is bent (slightly). Not in a good mood, no precious, we are not.
mutters

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **gunpowdertea** on **August 12, 2013, 02:05:39 am**

This is the Journal of "Maxwell Edison"

Galena 262

I just received the strangest letter knownst to Dwarvenkind.

DEAR FRIEND

MY NAME IS ATIR INGISMUZISH, I AM THE KING OF THE CIVILISATION OF THE RAMPART OF TOURS. I HAVE THE MOST GENEROUS OFFER TO SHARE WITH YOU. AFTER THE SUDDEN DEATH OF THE LAST OVERSEER OF DEATHGATE, WE FIND NO NEXT OF KIN ALIVE (NOR SANE). WE THUS OFFER YOU THE FOLLOWING DEAL: BY TAKING THE POSITION OF OVERSEER AT DEATHGATE AND ASSUMING THE ROLE OF THE HEIR, YOU WILL HAVE ACCESS TO THE TREMENDOUS WEALTH OF 2126390 DB, TO BE TRANSFERRED TO YOUR ACCOUNT. TO ENABLE THIS TRANSFER, WE JUST NEED YOU TO SEND 1000 DB, PREFERRABLY IN GIANT CAVE SPIDER SILK SOCKS, TO OUR ACCOUNTS AT THE NATIONAL BANK OF NIGRIRIA. THE ACCOUNT IS UNDER THE NAME OF SODEL ENSHALASTESH, TO CONFUSE THE TAX COLLECTORS - THE TREMENDOUS WEALTH YOU WOULD GET TRANSFERRED WOULD OTHERWISE BE COLLECTED ON BEHALF OF THE DWARVEN GOVERNMENT.

SINCERLY,
ATIR INGISMUZISH, KING

Having no reason to doubt the authenticity of the document (we all know our king to be... mad), I sent the required amount to his treasury (strange, why is it located in a civilisation called "NIGRIRIA" under the name of Sodel Enshalastesh?).
After not having heard back from our king, I decided to investigate. Gathering my last posessions, took my pickaxe and set off to the strange place of Usanstakud Nazushmestthos.

3rd of Granite, 263

Holy Armok! This place is a mess! I count not fewer than nine Ghosts, and there is a Voidspawn and his Thrall roaming the lands. The above-world has burnt, there are the slain of the strange Voidspawn and our best warriors' corpses, mangled, malformed, broken, lying in heaps, with blood stained ... everything. Armok, have mercy! Still, there seem to be vast treasures on the premises. It does not seem so bad. Maybe I can skim off something off the top and maybe shave of some slices from the sides without anyone realising and then be off. Of course, this means I do have to play the role of the heir to the throne of Deathgate for a while...
Wait a minute: We have almost no booze left? And no plants? ARGH!

OOC: yeah, everybody starts with "what a mess! I will at least clean up the surface". Let's see...
Unfortunately I have not yet managed to build a working LinDAc (Linear Duck Accelerator) in my test fort. I will improvise. This is no reason for concern.

5th of Granite, 263

With the Voidspawn slain I now order all Dwarves to get something to eat! Go and collect plants (and our rich harvest of four plump helmets...).

Edit: Continued post

9th of Granite

A forgotten beast has come. Let's hope there is no accessible path to the fortress proper from that cavern. It is a fire breathing Damselfly, named Lotheye Cematoricote.

10th of Granite

Somebody told me "only bloody peasants would harvest". I fixed that. That will teach them, the lazy basturds! The kids seem to be eager to haul in the food. Go, kids, go!

On a side note: Who thought to build the bridges such that one cannot see their state immediately? Crazy people... jeez.

OOC: My gods, the game is sloooooower than a four day cricket test.

26th day of Granite

The first death occurred. 'Plop' died of thirst, and thirst is worse than homesickness!

OOC: I took this as the opportunity to update the dorfinator. All dorfs that are alive now show up as being alive. I will next tackle the problem of dorf souls looking for suitable vessels...

Edit: This does of course not mean that all listed as alive are indeed alive... I need to cross check that, too.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **kefkakrazy** on **August 12, 2013, 06:29:02 pm**

Quote

On a side note: Who thought to build the bridges such that one cannot see their state immediately? Crazy people... jeez.

I KNOW!

Not like I let kobolds kill the fort because of it or anything...

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **Urist Mc Dwarf** on **August 13, 2013, 07:07:26 am**

bump

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **gunpowdertea** on **August 13, 2013, 07:18:50 am**

2nd day of Slate

This whole thing is a maze. I gave the order to dig a bit for space and ores, but I accidentally opened a passage to the caverns. You remember the fire-breathing damselfly? Yup, it was waiting there...
[Spoiler](#) (click to show/hide)



The Stoner is fighting like crazy!

[Spoiler](#) (click to show/hide)



Aand just when things get ugly, 'Derm' is taken by a Fey Mood... the moody one.

And 'Vendix', the Stoner, has burnt to death... not before severely wounding the abomination!
(redorfed as Vendix II)

Finally the VoidGod arrives and "blocks the fire". Wow. And hacks the FB into tiny itty bits. His Mighty Axe now carries the name of "Emadthosbut"!
[Spoiler](#) (click to show/hide)



21st day of Slate

[Spoiler](#) (click to show/hide)



Where did that come from? There are now four Voidspawnes that basically materialised out of nowhere - or did they rise from the dead?

Dravek was the first (named) Dorf to be maimed by the Macelord. The 'Sniper' got wounded, but the VoidGod arrived on the scene. The 'Goremaster' is chipping in (and chopping off bits). We really need more masterworked steel axes. I will order a bunch as soon as this madness is over.

I now realized wy nobody wanted to pull the lever (there's one above ground): A tree has grown in the path. Dammit! Let's see where the other one is.

23rd day of Slate

strange, the lever got pulled but the other Voidspawn are still running towards our gate... but since it was only a Thrall, he got captured in the cage traps.

More bodies are found outside:
Maxwell Edison

14th day of Felsite

an Elven caravan... let's prepare for the Voidspawn ambush that is sure to follow... send all Dwarves inside! Militia: to you posts!

... friggin' hippies! Some wood slipped through and now they refuse to trade. Well, we can deal with that. Guards, seize them!

Litlbear fell to a Goblin Ambush... sorry, mate!
The CARPLord fares much better, he Killed a SwordGobbo and a SpearGobbo! I definitely need to find better Warhammers, I think Silver is even denser than iron and nice and shiny! Plus we have a Legendary weaponsmith who needs work.

28th day of Felsite

There is still some leak to the caverns, two Elk Birds are roaming the fort. One got the Heater, he is bleeding but can hopefully be rescued. I let the military deal with it, they can need the training.

Spring report of Deathgate II

Achievements:
Did not accidentally the fort
Made booze (we are at 200 units again)
Ticked of the Elven Hippies

Lost: 5 Dwarves

ToDo: Find the leak to the caverns and close it!

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **DrTaco** on **August 13, 2013, 10:13:56 am**

Quote from: gunpowderteas on August 12, 2013, 02:05:39 am
The first death occurred. 'Plop' died of thirst, and thirst is worse than homesickness!

Son of a bitch!

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **renegadelobster** on **August 13, 2013, 11:21:31 pm**

Is the Fail Saint still(somewhat)alive?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **gunpowderteas** on **August 14, 2013, 02:38:01 am**

Quote from: renegadelobster on August 13, 2013, 11:21:31 pm
Is the Fail Saint still(somewhat)alive?

I couldn't find him. I assume he (well, the last incarnation) is dead...

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **August 14, 2013, 05:03:07 am**

Funny how every attempt to flip the topside ends up piling the corpses of salvage teams atop of the existing gore.
Also, can I get a status update on my dwarf?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Thorgrim Grudge-Bearer** on **August 14, 2013, 07:10:38 pm**

I have started playing dwarf fortress yesterday, is it possible for me to take a year with Deathgate? I'm a good writer, and will do my best to keep the fort alive as well as document this great tale!

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Lolfail0009** on **August 14, 2013, 09:04:40 pm**

Quote from: Thorgrim Grudge-Bearer on August 14, 2013, 07:10:38 pm
I have started playing dwarf fortress yesterday, is it possible for me to take a year with Deathgate? I'm a good writer, and will do my best to keep the fort alive as well as document this great tale!

Deathgate died! :D

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **kefkakrazy** on **August 14, 2013, 09:57:35 pm**

Quote from: Thorgrim Grudge-Bearer on August 14, 2013, 07:10:38 pm
I have started playing dwarf fortress yesterday, is it possible for me to take a year with Deathgate? I'm a good writer, and will do my best to keep the fort alive as well as document this great tale!

Yeah yeah yeah, that's what *I* said. Then I let KOBOLDS destroy the fort.

Naw, really, place is a godforsaken mess to the point that not only have daemons of madness infiltrated the place, we're on a first-name basis with them. Not a one of us really knows what's going on; the surface of the fort is littered with a king's ransom in discarded loot and garbage that's better guarded than an emperor's vault by the fact that anything going outside the walls is summarily eaten by the spawn of the void itself. The greatest minds of a generation have bent themselves to building such projects as an arena for the ultimate battle between Hell and Nonexistence Itself, then left them untended to brew rum. The walls of the fort are tainted things that ooze mighty monsters like poisonous blood. Our only hope lies in the living avatar of destruction, who occasionally hooks up with the ghosts of our fallen and leaves ruin and desecration in his wake. We are men who build entire self-sustaining perpetual-motion generators out of wood and rock to power single millstones. We are men who design monstrosities to paradrop waterfowl into the pits of doom.

So, what I'm saying is, you'll fit right in. Go for it, sparky.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Thorgrim Grudge-Bearer** on **August 15, 2013, 07:16:17 am**

Oh dear...too bad we cant send in the adeptus astartes...

What am I saying, sounds like loads of fun!

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **August 15, 2013, 09:31:51 am**

Quote from: kefkakrazy on August 14, 2013, 09:57:35 pm
Naw, really, place is a godforsaken mess to the point that not only have daemons of madness infiltrated the place, we're on a first-name basis with them. Not a one of us really knows what's going on; the surface of the fort is littered with a king's ransom in discarded loot and garbage that's better guarded than an emperor's vault by the fact that anything going outside the walls is summarily eaten by the spawn of the void itself. The greatest minds of a generation have bent themselves to building such projects as an arena for the ultimate battle between Hell and Nonexistence Itself, then left them untended to brew rum. The walls of the fort are tainted things that ooze mighty monsters like poisonous blood. Our only hope lies in the living avatar of destruction, who occasionally hooks up with the ghosts of our fallen and leaves ruin and desecration in his wake. We are men who build entire self-sustaining perpetual-motion generators out of wood and rock to power single millstones. We are men who design monstrosities to paradrop waterfowl into the pits of doom.

So, what I'm saying is, you'll fit right in. Go for it, sparky.
This needs to go to the OP.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Just Some Guy** on **August 15, 2013, 11:29:07 am**

Do a Boatmurdered and cover the surface with magma. No more garbage, at the very least.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **August 15, 2013, 01:21:44 pm**

Well, the topside was already scorched once. A fire -fire that apparently started on it's own- swept over it.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Urist McDwarfFortress** on **August 15, 2013, 01:22:09 pm**

Quote from: Just Some Guy on August 15, 2013, 11:29:07 am
Do a Boatmurdered and cover the surface with magma. No more garbage, at the very least.
Except the magma-safe garbage.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **GentlemanRaptor** on **August 15, 2013, 06:43:02 pm**

Okay, public notice time. Next overseer, check down past the magma forges. You'll find something interesting there. Here's a hint-The Mad Fool's journal entry wasn't just fluff. Everyone who I or The Mad Fool have PMed, you know what's up. It's time for the big reveal.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Just Some Guy** on **August 15, 2013, 07:03:55 pm**

Quote from: Urist McDwarfFortress on August 15, 2013, 01:22:09 pm
Quote from: Just Some Guy on August 15, 2013, 11:29:07 am
Do a Boatmurdered and cover the surface with magma. No more garbage, at the very least.
Except the magma-safe garbage.
Hey, at least it will clean up some of the mess. I mean, it can't *all* be magma safe.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **gunpowderteas** on **August 16, 2013, 01:15:33 am**

@SanDiego: Sorry, I couldn't find you. I redorfed you as our Siege Operator - at least that is something useful. You are often sad, though...

Re: Stuff on surface
well, at least what is close to the entrance is accessible. The VoidSpawn did not attack too often and I lost only four or five dwarves to them...

OK, here's my update until the end of Autumn

I feel.... uneasy. Just as if somebody had walked over my grave. Oh, right, that was me. I found my tomb. It was occupied, by a corpse, thank Armok, not a ghost. I died just last month. Strange - why am I here then? I remember something about voices... voices in the dark... calling me, taunting me, dragging me hither and thither.. and then, a deep fall. This is usually the point when I wake up screaming in the dead of night.

I guess... I will better try and investigate the maze of twisting passages, all alike beneath the fortress. Keeping busy will keep my mind from wandering, wondering about the dreams. Keeping busy will hopefully make me tired, so that I can fall into a dreamless sleep.

OOC: my dorf... died. Again.

7th day of Hematite

A runner just brought me the message that Derm finally left his lair in the forge. He made something... well... more or less useful. A left lead gauntlet. "Daleowns the Hollow Assembly" he calls it.

[Spoiler](#) (click to show/hide)



A second runner came by and toled me a kid got killed. There still is an Elk Bird around. I NEED TO FIND THAT HOLE. OTHERWISE THE GRUE WILL COME AND EAT ME.

Great news! I have met my fellow surgeon, Sodel Enshalastesh. Some people call him mad and a fool, but he seems to be the right experimental sort of type. He just seems obsessed with socks, which is a good thing to see in a dwarf.

14th day of Hematite

slightly different handwriting
My colleague has shown me the sock collection... it is most interesting, as it contains many a fine speciman of foot inside the sock. He plans showing me his newest plans, as we need a new breed of soldiers to fight the void spawn. They call him MAD, but we will SHOW them!
Embrace the darkness of the night!

15th day of Malachite

VESSELS have arrived, new flesh for our FIGHT against the VOID

3rd day of Galena

Fungin has been found dehydrated. We need to get the well up and running!

12th day of Galena

A human caravan. Let's hope they have BOOZE. RUM for the RUM GOD!

18th day of Galena

A Voidspawn 'Snatcher', a 'Patriarch Master Thief' has arrived and run into a Milker named Amost Oddomkubuk. He is doomed. His own bloody fault, innit? He is getting maimed with a browm recluse spider silk bag, kind of sad...

OOC: yeah, they do send snatchers... however, thralls are *not trapavoid* so we now have a small collection of those. I started transporting them downstairs to the Assrena.

23rd day of Galena

The Voidspawn ambushg I have been waiting for! A Fisherdwarf go caught outside, getting smacked in his head. I ordered a lockdown of the Fort. It is mostly Thralls, that are not really dangerous, but there is also a Drone Hammerlord.

My fellow surgeon and I are making great discoveries. The bones of the Voidspawn seem to be extraordinarily strong. Combining these with the alcohol-driven machinery of the Dwarven body with a suitable driver in the seat, so to speak, shall deliver a new breed of soldiers. We shall be able to overcome the invasion from the Void.
Maybe we can also find help from that which lurks below? Rumours are told of a fortress that settled the nether regions, driving out the hordes from don under - or was that in a different time - a different universe, long ago, far away? I can hear it beckoning from inside an impenetrable prision, scratching the walls, clawing, tentacling along - ah, those times.

[Spoiler](#) (click to show/hide)



OOC: I started unveiling some very promising looking adamantine veins, I do not have the patience to set up the correct stockpiling system so that the hospital does not use the strands to patch up the wounded (or maybe we do want that), so I leave the stuff untouched. The next one can have a go. There is a stockpile for raw adamantine with a craftsdwarf workshop next to it that I intended to be used to process it.

14th day of Sandstone

My colleague and I are now planning to move downstairs to the training area for our supersoldier program, to oversee the development of our new weapon. After all, the task has been given to us to evolve Dwarvenkind! The combination of new structural enhancements and the souls of our old combat comrades will prove to be INVINCIBLE. And to think that they call us MAD, we will SHOW them, HAHAAAAHA!!
Through Fire and Pain and Madness, a new race shall be bred!

23rd day of Sandstone

Migrants have arrived. And a migrane... I get these headaches, you don't? There are fell voices in the wind, calling out.
5 migrants and 1 kid

Imush Kolor has been possessed. The voices were right! He proceeded by claiming a Mason's workshop. Let's see what happens.

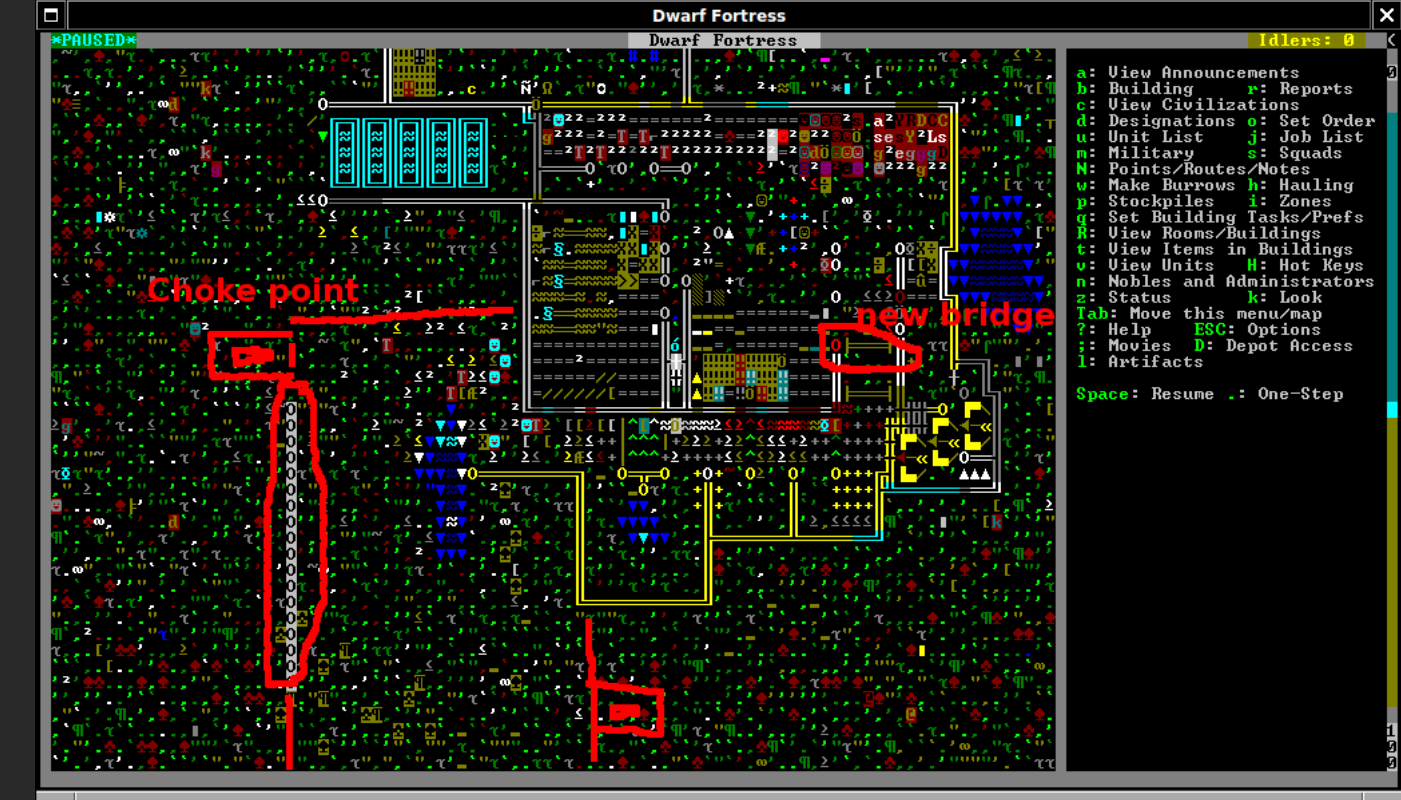
A coffin. How very fitting! (boring, nothing special on it, so no screen cap)

The days are getting short again, it is now the 15th day of Timber. I shall order all Dorfs inside the fortress proper. I guess with the Dwarven Caravan will again come the Spawn of the Void.

Finally, on the 16th day of Timber, both the outpost liason Ûshrîr Dallithatel and the Caravan from the Dwarven Citadel have arrived. I do hope they bring tons of good stuff, like rum, wine, booze and maybe also something to drink. Despite my constant nagging, the id10ts here only run around doing weird stuff instead of brewing drinks. I already ordered four new stills to be built. Let's hope the plant production can keep up!

I will dump all of the XXpigtail socksXX on the traders (figuratively speaking). I might also think about doing it literally with the next bunch of Bad Guys coming here. Yes, constructing a retracting bridge above the entrance with some pressure plates might work. We have to define a new choke point though, the current pathway to the entrance is trapped to the Netherworlds and back. I guess I will construct a new Shield Wall, defining a new defensive perimeter.

[Spoiler](#) (click to show/hide)



Well, that was a haul. The fort is thriving and growing, drink situation is ok, thanks to the Dwarven caravan. I have locked the fort so that nobody can come inside and I hope that the hauling backlog inside the fort can be cleared somewhat (well, who am I kidding? The Hauling Never Stops). Also we need to bring all of the stuff to the Depot (THNS). There are plants withering (THNS) and slabs to be erected (I'm down to two ghosts! again THNS).

I also constructed a new entry bridge. It throws stuff but now I can actually see if it is open or close without having to think about the lever and its state!

Edit: added pics, fixed tags

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Viasi** on **August 16, 2013, 07:51:23 am**

Quote from: gunpowdertea on August 16, 2013, 01:15:33 am
I also constructed a new entry bridge. It throws stuff but now I can actually see if it is open or close without having to think about the lever and its state!
You deserve a medal for that.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **gunpowdertea** on **August 16, 2013, 12:12:00 pm**

For the throwing-of-stuff-and-maiming-dorfs or the bridge-that-shows-its state :D

Well, I am halfway through winter... nothing has happened - yet. Construction of the new shield wall is slow - THNS - and I fear that I should expect a Voidspawn siege any moment now. Final update either during the WE (not very likely, sorry) or Monday morning (latest).

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **kefkakrazy** on **August 16, 2013, 11:24:31 pm**

We had a PATRIARCH show up?

Did it wander off or get killed? If dead, what got him?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **The Mad Fool** on **August 16, 2013, 11:55:46 pm**

Hey, gunpowdertea, how's the now-not-so-secret lab working?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **gunpowdertea** on **August 19, 2013, 02:56:02 am**

Quote from: kefkakrazy on August 16, 2013, 11:24:31 pm
We had a PATRIARCH show up?

Did it wander off or get killed? If dead, what got him?
Guess... the VoidGod, of course!

Quote from: The Mad Fool
Hey, gunpowdertea, how's the now-not-so-secret lab working?

I am currently constructing small offices and bedrooms for my dear colleague and me. I also started the stockpiling of socks and feet, so that we have... materials available. Somebody already made a magma-bath, so the melting-of-fat and stuff can begin. I would wait until we get enough Demon bones to build fine exoskeletons, though.
I will also construct some chains to keep our spawn safe from voidspawn snatchers.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **The Mad Fool** on **August 19, 2013, 09:46:20 am**

Excellent.... >=)

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **AnimaRytak** on **August 20, 2013, 05:43:27 am**

My original intent was for Patriarchs and Overlords to be great death machines.

Imagine my surprise when they turn out to be snatchers.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **August 20, 2013, 11:05:24 am**

Quote from: AnimaRytak on August 20, 2013, 05:43:27 am
My original intent was for Patriarchs and Overlords to be great death machines.

Imagine my surprise when they turn out to be snatchers.
Well, they still murder the hell out of people using their silk bags.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **gunpowdertea** on **August 21, 2013, 10:58:35 am**

OK, the farms cannot keep up with the stills. Still, it is better to have the processing power available.

Oops, the Liason is still running around and following our Dear Leader 'Goat'. I will do something about that later.

I have now forced the 'Goat'-Mayor to finally meet the outpost liason. It is one thing not to care about the outside world but another thing to insult those who send more ~~more~~ vessels and - most importantly - BOOZE. I let Goat order some drinks, steel and also alpacas. They are sturdy and give milk, can be shorn and don't eat as much grass as, say, elephants or llamas.
Esports:
- spears
- goblets
- rings *
- prepared meals *
- seeds
- shields/bucklers **
- splints **
- leather waterskins *
- crowns
- meat **
- cut gems **

(demand is denoted by: ** = ----O, * = ---O-, rest is lower)
That might give the next guv' a chance to dump the shields of the attackers on the caravan. Or maybe better melt them, at least the steel ones...
Maybe better make goblets and crafts, those can be made for cheap and usually fetch a good price. However, the stockpiling for crafts is even a greater mess than for food (which I might have added to), so somebody for the love of Armok, please fix those!

25th day of Opal

Those friggin Yakdrivers! They don't seem to be used to ICE that MELTS. Yeah, no wonder, they do have Yaks and thos live high up in them mountains... either slaughter them or get them going... but how...

Ok, draining the lake does not help... maybe... building some ramps or carvind out slopes?

14th day of Obsidian

Finally, the seasonal Voidspawn ambush happened. They caught Fungin, the Heater outside. Three thrall axemen and a voidspawn soldier axelord... oops. And an unnamed (well... Mebzuth Ablelmeban) who got killed first. However, our Kobold Torturer looks like he can do it. He shatters the Voidspawn Axelord's hands, with his crutch.

Finally, the voidspawn pile up over the Heater and he succumbs to the attacks. The Voidspawn are then slain by our Glorious Military, of course the Void God is at the forefront.

Edit:
Here is the save
<http://dffd.wimbli.com/download.php?id=7925&f=MurderMachines.zip>

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **kefkakrazy** on **August 22, 2013, 11:35:15 am**

I *think* that the Kobold Torturer was me/Krosan? How's he doin'?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **gunpowderte**a on **August 23, 2013, 12:54:20 am**

As far as I recall he had only a job description and no nickname... hopefully the next overseer can look at that. I *think* he survived, but I might be mistaken - after all, it was a real Voidspawn soldier and not a thrall.
Fun: One of the Voidspawn injected the abyssal taint into a yak cow which promptly turned into a thrall...

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Lolfail0009** on **August 23, 2013, 06:57:18 am**

I'll get started sometime this weekend. Need to make sure I point my insanity in the right direction.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **gunpowderte**a on **August 23, 2013, 07:14:17 am**

Well, do it like all of us: follow the nice, coherently laid out plans in the OP ;) it is there for a reason :P

Important: Before you get swamped by all of the stuff going on, look at the Dorfinator and try to Dorf whoever died... I had originally planned to do that, but one thing drives out another as they say, and all's well that ends well, though we shouldn't say that until we reached the steps of our homes...
Sorry, got distracted. You will, too!

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **kefkakrazy** on **August 23, 2013, 02:20:53 pm**

yeah, Kobold Torturer was me, i think. If there's no Krosan in the fort, then Kobold Torturer lost his nickname at some point.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **August 24, 2013, 08:41:51 am**

And just a protip - do NOT attempt to salvage anything on the topside.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **kefkakrazy** on **August 24, 2013, 10:08:58 am**

[Quote from: SanDiego on August 24, 2013, 08:41:51 am](#)
And just a protip - do NOT attempt to salvage anything on the topside.

But it's always so *entertaining*.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **gunpowderte**a on **August 25, 2013, 03:03:53 pm**

Well, if you slowly expand the area we control (build moar walls!) it should be possible. Voidspawn bone bolts are really effective!

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **August 25, 2013, 03:44:40 pm**

We barely control the *inside* of our walls. I wouldn't dare to declare control of anything beyond our gates.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **kefkakrazy** on **August 25, 2013, 03:59:13 pm**

[Quote from: SanDiego on August 25, 2013, 03:44:40 pm](#)
We barely control the *inside* of our ~~walls~~ heads. I wouldn't dare to declare control of anything ~~beyond our gates~~.

FTFY

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Kazimuth** on **August 25, 2013, 08:31:02 pm**

I just read through all of this thread *and* the Deathgate thread. This fortress is terrifying.

...I want in! (added myself to the dorfinator + requesting turn) :D

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **gunpowderte**a on **August 28, 2013, 01:36:33 am**

[Quote from: Kazimuth on August 25, 2013, 08:31:02 pm](#)
I just read through all of this thread *and* the Deathgate thread. This fortress is terrifying.

The last one was more insane, but we will be getting there. As soon as the ~~Aes~~srena can be populated with Spawn of the Deep and the Void and letting them duke it out while we munch plump HELLmet stew however...

Also: I want another turn!

What I find terrifying at the moment is the amount of overseers that have skipped their turn :/

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **kefkakrazy** on **August 28, 2013, 02:17:10 pm**

That's not terrifying unless you consider how many of those were due to sudden acts of Terry.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Lolfail0009** on **August 28, 2013, 08:53:29 pm**

Sorry, my first attempt broke and I had a near-Terry experience when I saw someone glow blue. I'll get back to this tomorrow.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **gunpowderte**a on **August 29, 2013, 02:49:30 pm**

Like in the Simpsons episode "I bring you peace..." or the normal blue glowing voidspawn or IRL?
Good luck, still. I was not complaining, "after all, English is a second language to me" as Dr. King Schulz from Düsseldorf would say ;)

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **August 29, 2013, 04:08:51 pm**

[Quote from: Lolfail0009 on August 28, 2013, 08:53:29 pm](#)
I saw someone glow blue. I'll get back to this tomorrow.
Please tell me you are talking about the computer characters. Please.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **GentlemanRaptor** on **August 29, 2013, 09:32:14 pm**

Damn eldritch abomination, breaking into the real world time and time again. We need to get Terry under observation by the guys over at the SCP Foundation, stat.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **The Mad Fool** on **August 30, 2013, 01:22:19 am**

Terry cannot be Secured. Terry cannot be Contained. There is no Protection against Terry.

SCP might observe, but in the end, they can do nothing. Only weep.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Lolfail0009** on **August 30, 2013, 03:25:55 am**

Quote from: SanDiego on August 29, 2013, 04:08:51 pm

Quote from: Lolfail0009 on August 28, 2013, 08:53:29 pm

I saw someone glow blue. I'll get back to this tomorrow.

Please tell me you are talking about the computer characters. Please.

Nope. Fieriest redhead I know, and she starts glowing blue.
She thinks I might be schizo. She's probably right, we think.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **The Mad Fool** on **August 30, 2013, 08:16:56 pm**

Quote from: Lolfail0009 on August 30, 2013, 03:25:55 am

Quote from: SanDiego on August 29, 2013, 04:08:51 pm

Quote from: Lolfail0009 on August 28, 2013, 08:53:29 pm

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Please tell me you are talking about the computer characters. Please.

Nope. Fieriest redhead I know, and she starts glowing blue.
She thinks I might be schizo. She's probably right, we think.

...maybe you should get that looked at.... o_O

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **Lolfail0009** on **August 30, 2013, 08:18:52 pm**

Quote from: The Mad Fool on August 30, 2013, 08:16:56 pm

Quote from: Lolfail0009 on August 30, 2013, 03:25:55 am

Quote from: SanDiego on August 29, 2013, 04:08:51 pm

Quote from: Lolfail0009 on August 28, 2013, 08:53:29 pm

I saw someone glow blue. I'll get back to this tomorrow.

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Nope. Fieriest redhead I know, and she starts glowing blue.
She thinks I might be schizo. She's probably right, we think.

...maybe you should get that looked at.... o_O

Nah, it's fine. Eight heads are better than one..?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **GentlemanRaptor** on **August 31, 2013, 03:02:43 pm**

Quote from: Lolfail0009 on August 30, 2013, 08:18:52 pm

Quote from: The Mad Fool on August 30, 2013, 08:16:56 pm

Quote from: Lolfail0009 on August 30, 2013, 03:25:55 am

Quote from: SanDiego on August 29, 2013, 04:08:51 pm

Quote from: Lolfail0009 on August 28, 2013, 08:53:29 pm

I saw someone glow blue. I'll get back to this tomorrow.

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Nope. Fieriest redhead I know, and she starts glowing blue.
She thinks I might be schizo. She's probably right, we think.

...maybe you should get that looked at.... o_O

Nah, it's fine. Eight heads are better than one..?

Dude. Our *mad scientist* is suggesting that it might be an issue. That's a pretty strong indicator to me that something's up.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **Lolfail0009** on **August 31, 2013, 07:31:50 pm**

Quote from: GentlemanRaptor on August 31, 2013, 03:02:43 pm

Quote from: Lolfail0009 on August 30, 2013, 08:18:52 pm

Quote from: The Mad Fool on August 30, 2013, 08:16:56 pm

Quote from: Lolfail0009 on August 30, 2013, 03:25:55 am

Quote from: SanDiego on August 29, 2013, 04:08:51 pm

Quote from: Lolfail0009 on August 28, 2013, 08:53:29 pm

I saw someone glow blue. I'll get back to this tomorrow.

Please tell me you are talking about the computer characters. Please.

Nope. Fieriest redhead I know, and she starts glowing blue.
She thinks I might be schizo. She's probably right, we think.

...maybe you should get that looked at.... o_O

Nah, it's fine. Eight heads are better than one..?

Dude.Our *mad scientist* is suggesting that it might be an issue. That's a pretty strong indicator to me that something's up.

Fair enough, but none are madder than I.

Anyhoo, I'll get started around 4:00PM AEST (Australian Eastern Standard Time)

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **AnimaRytak** on **September 02, 2013, 12:38:41 am**

Quote from: Lolfail0009 on August 30, 2013, 03:25:55 am

Nope. Fieriest redhead I know, and she starts glowing blue.
She thinks I might be schizo. She's probably right, we think.

Fiery redhead, glowing blue? Possibly schizo?



I've seen this series. It ends it tang.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **Lolfail0009** on **September 03, 2013, 04:02:27 am**

Still... trudging... through... fortress...

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**


Post by: **wlerin** on **September 03, 2013, 09:00:19 am**

Quote from: AnimaRytak on September 02, 2013, 12:38:41 am

Quote from: Lolfail0009 on August 30, 2013, 03:25:55 am

Nope. Fieriest redhead I know, and she starts glowing blue.
She thinks I might be schizo. She's probably right, we think.

Fiery redhead, glowing blue? Possibly schizo?



I've seen this series. It ends it tang.

Or at least it did the first time. Who knows where it's heading now.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **Urist Mc Dwarf** on **September 04, 2013, 02:43:30 pm**

Quote from: wlerin on September 03, 2013, 09:00:19 am
Quote from: AnimaRytak on September 02, 2013, 12:38:41 am
Quote from: Lolfail0009 on August 30, 2013, 03:25:55 am
Nope. Fieriest redhead I know, and she starts glowing blue.
She thinks I might be schizo. She's probably right, we think.

Fiery redhead, glowing blue? Possibly schizo?



I've seen this series. It ends it tang.
Or at least it did the first time. Who knows where it's heading now.

what's the series?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **AnimaRytak** on **September 05, 2013, 12:40:32 am**

Neon Genesis Evangelion, one of the most influential giant robot anime in history. That screencap is from "Rebuild of Evangelion" movies, which are an alternative continuity.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **wlerin** on **September 05, 2013, 11:53:07 am**

[Spoiler](#) (click to show/hide)
Or a sequel.

Still need to watch the third one.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **AnimaRytak** on **September 09, 2013, 01:10:44 am**

Fail's turn is now over due to deadline overrun and no updates.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Lolfail0009** on **September 09, 2013, 02:49:00 am**

Quote from: AnimaRytak on September 09, 2013, 01:10:44 am
Fail's turn is now over due to deadline overrun and no updates.

Sorry bros. Three save corruptions, internet troubles, additional hallucinations.
It's probably for the best.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Blade Master Model 42** on **September 09, 2013, 05:18:35 am**

Ooooookay, once more am I called upon to lead Deathgate, and once more I shall move forward with my goal of general maintenance and military building.

I'll be downloading the save tonight, and tomorrow is my day off, so I'll see how far I can get.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Lolfail0009** on **September 09, 2013, 05:46:33 am**

Godspeed, Seven-Times-Six.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Blade Master Model 42** on **September 09, 2013, 05:09:57 pm**

Is the current save in the OP or somewhere else?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **AnimaRytak** on **September 09, 2013, 08:22:24 pm**

Quote from: Blade Master Model 42 on September 09, 2013, 05:09:57 pm
Is the current save in the OP or somewhere else?

Here (<http://dffd.wimbli.com/download.php?id=7925>) is the current save from August 22nd.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Blade Master Model 42** on **September 10, 2013, 12:19:13 pm**

It's giving me an incomplete download query. Any idea why that is?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **AnimaRytak** on **September 11, 2013, 06:03:36 pm**

Fixed (<http://dffd.wimbli.com/file.php?id=7925>)

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Blade Master Model 42** on **September 11, 2013, 06:31:03 pm**

Okay, got it. Friday is my next day off, so if I don't start tonight, you know when to expect it.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Blade Master Model 42** on **September 13, 2013, 07:13:38 am**

Well, this is embarrassing. I can't run it for more than five minutes without the game crashing.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Lolfail0009** on **September 13, 2013, 07:16:09 am**

We... need...
TERRY FANART :D

No, but seriously, this could be going Swordthunders on us all.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Blade Master Model 42** on **September 13, 2013, 07:17:49 am**

Not familiar with Swordthunders, but this certainly appears to be going pear shaped, yeah.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **tryrar** on **September 13, 2013, 09:35:55 am**

well, I guess I should put in for a turn :P

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Just Some Guy** on **September 13, 2013, 06:46:10 pm**

Looks like we broke reality again.

...now what? This fort feels... incomplete. Too sane for Deathgate's heir. Seems to early to start a new one.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Gentlefish** on **September 13, 2013, 08:06:45 pm**

Go back a save? Terry got his grubby fingers on this one.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **AnimaRytak** on **September 13, 2013, 08:56:38 pm**

I'm running the most recent save on my computer and it seems to be working just fine. Slow as hell (laptop), but fine. Try a different computer perhaps?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Blade Master Model 42** on **September 13, 2013, 09:32:05 pm**

Quote from: AnimaRytak on September 13, 2013, 08:56:38 pm
I'm running the most recent save on my computer and it seems to be working just fine. Slow as hell (laptop), but fine. Try a different computer perhaps?

The only other one available is a literally decade old dinosaur. I'm going to have to bow out.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **AnimaRytak** on **September 13, 2013, 10:39:57 pm**

Alright, Pufferfish, you're up!

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Viasi** on **September 14, 2013, 06:21:43 am**

Quote from: Lolfail0009 on September 13, 2013, 07:16:09 am
We... need...
TERRY FANART :D
I made one. My computer died before I could upload it.
Srsly.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **ranger22550** on **September 14, 2013, 08:28:00 am**

oh i like being in forts that dwarfs life expectancy is 1-3 months sign me up as a dwarf. which ever profession is needed at the time is fine as long as its not wood cutting,hunting,fishing, or noble.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **September 14, 2013, 11:45:21 am**

We are always in need of disposable spear catchers dutiful surface cleaners.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **tryrar** on **September 14, 2013, 01:34:00 pm**

Hey anima did you catch my request to be on the player list?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Gentlefish** on **September 14, 2013, 04:01:23 pm**

Ahahah, already eh? I'll try to play tonight. I've got a new computer so I should be able to play it a little better ;D
I should be able to get some time in tonight and tomorrow. I forgot I even signed up. Let's see what I can do to muck this fort up.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **September 14, 2013, 08:01:10 pm**

If you manage to fuck this fort up more than it is your deserve a nobel or something.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Gentlefish** on **September 15, 2013, 01:23:59 am**

Okay so I opened it up and it doesn't crash on me...
I unpause and not even ten seconds in U get a report of someone being found dead. Great.
Where is everything? Why did slowpokez carve his name into the underground?
What am I, a lowly farmer to do? I'm not even close enough to the stones to talk to them, damn this farming business!
((No seriously. Where are the crafters? I'm building my own.))

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **The Mad Fool** on **September 15, 2013, 03:46:19 am**

Well, there are pain-crafters in the basement labs....
(By which I mean, there's a dwarven daycare, a magma bath, and steel spear danger rooms :D)

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **AnimaRytak** on **September 16, 2013, 01:24:55 am**

Quote from: The Mad Fool on September 15, 2013, 03:46:19 am
Well, there are pain-crafters in the basement labs....
(By which I mean, there's a dwarven daycare, a magma bath, and steel spear danger rooms :D)

If the dwarves aren't injured, we're doing something wrong!

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **gunpowderte**a on **September 16, 2013, 03:30:50 am**

Quote from: The Mad Fool on September 15, 2013, 03:46:19 am
Well, there are pain-crafters in the basement labs....
(By which I mean, there's a dwarven daycare, a magma bath, and steel spear danger rooms :D)
Yes, next to what shall become your and my offices, quarters and tombs at some point in time... So we can ... oversee the whole process of forging a new breed of darkness from the puny flesh of mere mortals.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **GentlemanRaptor** on **September 16, 2013, 02:23:58 pm**

Quote from: gunpowderte on September 16, 2013, 03:30:50 am
Quote from: The Mad Fool on September 15, 2013, 03:46:19 am
Well, there are pain-crafters in the basement labs....
(By which I mean, there's a dwarven daycare, a magma bath, and steel spear danger rooms :D)
Yes, next to what shall become your and my offices, quarters and tombs at some point in time... So we can ... oversee the whole process of forging a new breed of darkness from the puny flesh of mere mortals.
I remember the pain-crafters. Can we get a screenshot of them in the next update?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **TalonisWolf** on **September 16, 2013, 05:26:14 pm**

I spent two rainy,miserable nights reading the original Deathgate-THE WHOLE THING! As soon as I found out that it had a revival, I went to the end to request a Dorfing:
Name:Talonis Wolf
Profession: Wolf Acolyte
If you have a Dorf with a beast syndrome, I'd like to claim them.
Otherwise, have the other dwarves hate me for my...elvish tendencies to worship animals.
Do your worst- The Wolf Gods/Demons will exact my revenge! ~~They have allied with the Forbidden One, The Master Of All...TERRY!~~
EDIT:OH MY GOD THIS TIME YOU ACTUALLY HAVE GYPSUM!
EDIT EDIT: Minutes after saying Terry was my ally, I started coughing up blood. I take that back.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Gentlefish** on **September 16, 2013, 06:38:58 pm**

Haha. Guys guess what.
School's hard. So much homework this year.
I feel terrible having to say no again. But I can't participate. I'll just watch. :-\

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **AnimaRytak** on **September 16, 2013, 10:50:07 pm**

Terry stop derping the overseers damn it.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Viasi** on **September 17, 2013, 02:32:44 am**

It's my turn again? Nice. I'll have a look at the save today.

Title: Re: Murdermachines - A Glorious Revival! (Deathgate II)
Post by: Lolfail0009 on September 17, 2013, 02:51:28 am

I have a theory...
If I'm correct...

We can beat Terry. But it will be hard...
Very hard, maybe painful...

Title: Re: Murdermachines - A Glorious Revival! (Deathgate II)
Post by: peregarrett on September 17, 2013, 09:04:19 am

That's all because no one bothered to finish The Butt-Arena!
But, my reign is coming.
Soon...

Title: Re: Murdermachines - A Glorious Revival! (Deathgate II)
Post by: gunpowderteal on September 17, 2013, 10:09:57 am

Quote from: peregarrett on September 17, 2013, 09:04:19 am

That's all because no one bothered to finish The Butt-Arena!
But, my reign is coming.
Soon...

Actually I started moving Voidspawn cages down there and I am not sure but I *think* I started to make some shooty galleries around it, to train archers and watch the FUN downstairs - though I might have canceled that when digging into some hitherto undiscovered cavern level, letting a FB in. It was on my list...

Title: Re: Murdermachines - A Glorious Revival! (Deathgate II)
Post by: Yuli Vlas on **September 17, 2013, 10:53:50 am**

Alright, I am looking at the save right now.
...

Title: Re: Murdermachines - A Glorious Revival! (Deathgate II)
Post by: Yuli Vlas on **September 17, 2013, 11:12:32 am**

Let's just skip the part where I tell you what a mess this fortress is.
for now.

I am currently rediscovering the fortress and making up plans for what to do. If you have any suggestions or wishes let me read them.

Title: Re: Murdermachines - A Glorious Revival! (Deathgate II)
Post by: Yuli Vlas on **September 17, 2013, 11:14:54 am**

~~This fort is a~~

Title: Re: Murdermachines - A Glorious Revival! (Deathgate II)
Post by: The Mad Fool on September 17, 2013, 11:17:44 am

Why would you ever stop yourself from saying "This fort is awesome"? :D

Title: Re: Murdermachines - A Glorious Revival! (Deathgate II)
Post by: Yuli Vlas on **September 17, 2013, 11:29:52 am**

Quote from: The Mad Fool on September 17, 2013, 11:17:44 am
Why would you ever stop yourself from saying "This fort is awesome"? :D
Sry, I was busy carving 'LIKES BANANAS' under 'SLOWPOKEZ'.

Title: Re: Murdermachines - A Glorious Revival! (Deathgate II)
Post by: kefkakrazy on September 17, 2013, 11:45:37 am

Murdermachines: We have treasures of the ages piled around the fort in heaps of rotting garbage and flesh. We've created a home for a malevolent deity of ill fortune who seems predisposed to strike at us, the players, directly, in a way not seen since the days of the Virtual Boy. Our riches are guarded, not by traps or dwarven steel, but by the fact that the surface around us is so full of the murderous, the insane, and the murderously insane that one group of looters merely gets massacred by a group of marauders, and that's before the horrible abominations against nature trundle through and decapitate and/or assimilate the survivors. We have seen kobolds become conquerors, seen the very walls fracture and crumble before unnatural misfortune and poor forethought, and placed all our hopes in a batch of tortured, soulless children and the literal avatar of annihilation itself, because every other God worth mentioning turned away from us in horror a long, long time ago. Our home is no more and no less than a beacon of slaughter, a living, breathing organism that eats life, drinks hope, and shits misery as every sentient race in the known world gathers here to offer their best and bravest at the altar of Terry.

Nietzsche wrote, "He who fights with monsters should look to it that he himself does not become a monster. And when you gaze long into an abyss the abyss also gazes into you." Friends, we are not he who fights monsters. We are not he who gazes into the abyss.

We're the thing in the abyss that's gazing back.

I am so god damn proud of you people.

Title: Re: Murdermachines - A Glorious Revival! (Deathgate II)
Post by: Yuli Vlas on **September 17, 2013, 11:56:22 am**

I just saw a guy with two broken legs push a minecart with a corpse in it. Yeah.

Title: Re: Murdermachines - A Glorious Revival! (Deathgate II)
Post by: SanDiego on September 17, 2013, 01:28:06 pm

Hey, it's his *legs* that's broken. His arms are working just fine, thank you.

Title: Re: Murdermachines - A Glorious Revival! (Deathgate II)
Post by: peregarrett on September 17, 2013, 01:45:55 pm

Quote from: Yuli Vlasl on September 17, 2013, 11:56:22 am
I just saw a guy with two broken legs push a minecart with a corpse in it. Yeah.
Hell, I just have to sig this.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **GentlemanRaptor** on **September 17, 2013, 02:29:03 pm**

[Quote from: kefkakrazy on September 17, 2013, 11:45:37 am](#)

Nietzsche wrote, "He who fights with monsters should look to it that he himself does not become a monster. And when you gaze long into an abyss the abyss also gazes into you." Friends, we are not he who fights monsters. We are not he who gazes into the abyss.

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Get this to the front page, stat!

Title: Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)
Post by: TalonisWolf on September 17, 2013, 02:57:17 pm

Quote from: Chimpanzee on May 05, 2013, 03:26:26 pm

I'm glad that my successor followed the tradition of dwarf mass sacrifice. >:D
I feel sorry for you, dead Blade, Dortimus, Puff, Krozan and Peregarrett. RIP

| | | | | |
|-----|-----|-----|-----|-----|
| /~\ | /~\ | /~\ | /~\ | /~\ |
| RIP | RIP | RIP | RIP | RIP |

We will probably need at least 20 times as many graves as that by year 10.

Has it reached the thousands yet?

Re: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
 Sent by: **SanDiego** on **September 17, 2013, 03:16:12 pm**

Probably. Certainly hundreds, but I don't think anybody even counts all those dehydrated babies.

Title: Re: Murdermachines - A Glorious Revival! (Deathgate II)
Post by: TalonisWolf on September 17, 2013, 03:51:13 pm

Started reading this yesterday, and I'm already on page 77 of this...

Is there anything(quotes,deaths,badassery,etc.) you want me to look for?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **kefkakrazy** on **September 17, 2013, 04:03:16 pm**

Quote from: GentlemanRaptor on September 17, 2013, 02:29:03 pm

Quote from: kefkakrazy on September 17, 2013, 11:45:37 am

Murdermachines: We have treasures of the ages piled around the fort in heaps of rotting garbage and flesh. We've created a home for a malevolent deity of ill fortune who seems predisposed to strike at us, the players, directly, in a way not seen since the days of the Virtual Boy. Our riches are guarded, not by traps or dwarven steel, but by the fact that the surface around us is so full of the murderous, the insane, and the murderously insane that one group of looters merely gets massacred by a group of marauders, and that's before the horrible abominations against nature trundle through and decapitate and/or assimilate the survivors. We have seen kobolds become conquerors, seen the very walls fracture and crumble before unnatural misfortune and poor forethought, and placed all our hopes in a batch of tortured, soulless children and the literal avatar of annihilation itself, because every other God worth mentioning turned away from us in horror a long, long time ago. Our home is no more and no less than a beacon of slaughter, a living, breathing organism that eats life, drinks hope, and shits misery as every sentient race in the known world gathers here to offer their best and bravest at the altar of Terry.

Nietzsche wrote, "He who fights with monsters should look to it that he himself does not become a monster. And when you gaze long into an abyss the abyss also gazes into you." Friends, we are not he who fights monsters. We are not he who gazes into the abyss.

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I think Anima has put an unofficial embargo on any more of my posts making it to the front page, to avoid me becoming the front page.

Can't say as I'd blame him. Whenever interest starts to flag or starts to come back up I like to try to come and write one of these to whip you gents up a bit.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **TalonisWolf** on **September 17, 2013, 04:13:56 pm**

If I see anything quote-worthy,I will put it up in my next post.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **TalonisWolf** on **September 17, 2013, 04:51:12 pm**

Quote from: The Mad Fool on August 30, 2013, 08:16:56 pm

Quote from: Lolfail0009 on August 30, 2013, 03:25:55 am

Quote from: SanDiego on August 29, 2013, 04:08:51 pm

Quote from: Lolfail0009 on August 28, 2013, 08:53:29 pm

I saw someone glow blue. I'll get back to this tomorrow.

Please tell me you are talking about the computer characters. Please.

Nope. Fieriest redhead I know, and she starts glowing blue. She thinks I might be schizo. She's probably right, we think.

...maybe you should get that looked at.... o_O

And so it was that Terry finally unfolded one of his master plans: to merge Dwarf Fortress with reality. Run puny mortals, I have unleashed your greatest weapon against you...

Edit: Finished read up to this point, I've got a list of quotes to unleash at the perfect moments.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **GentlemanRaptor** on **September 17, 2013, 06:37:58 pm**

Quote from: TalonisWolf on September 17, 2013, 04:51:12 pm

Quote from: The Mad Fool on August 30, 2013, 08:16:56 pm

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Edit: Finished read up to this point, I've got a list of quotes to unleash at the perfect moments.

Welp, we hit post singularity. I am fairly sure that Terry is watching me right now.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **TalonisWolf** on **September 17, 2013, 08:06:38 pm**

This----> http://en.wikipedia.org/wiki/Technological_singularity

That *is* what you mean, right? It can't be a coincidence...

He has trashed 3 computers, attacked people's health (including me), messed with people's lives, and has invaded our minds to ensure Mad Fool is allowed to continue his !!science!!

On a related note, I believe Mad Fool experimented on a demon in the most immoral way. This experiment has become known as the "Red Demon Sword"

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **AnimaRytak** on **September 17, 2013, 08:45:04 pm**

Quote from: kefkakrazy on September 17, 2013, 04:03:16 pm

Quote from: GentlemanRaptor on September 17, 2013, 02:29:03 pm

Quote from: kefkakrazy on September 17, 2013, 11:45:37 am

Murdermachines: We have treasures of the ages piled around the fort in heaps of rotting garbage and flesh. We've created a home for a malevolent deity of ill fortune who seems predisposed to strike at us, the players, directly, in a way not seen since the days of the Virtual Boy. Our riches are guarded, not by traps or dwarven steel, but by the fact that the surface around us is so full of the murderous, the insane, and the murderously insane that one group of looters merely gets massacred by a group of marauders, and that's before the horrible abominations against nature trundle through and decapitate and/or assimilate the survivors. We have seen kobolds become conquerors, seen the very walls fracture and crumble before unnatural misfortune and poor forethought, and placed all our hopes in a batch of tortured, soulless children and the literal avatar of annihilation itself, because every other God worth mentioning turned away from us in horror a long, long time ago. Our home is no more and no less than a beacon of slaughter, a living, breathing organism that eats life, drinks hope, and shits misery as every sentient race in the known world gathers here to offer their best and bravest at the altar of Terry.

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I think Anima has put an unofficial embargo on any more of my posts making it to the front page, to avoid me becoming the front page.

Can't say as I'd blame him. Whenever interest starts to flag or starts to come back up I like to try to come and write one of these to whip you gents up a bit.

Nope!

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **The Mad Fool** on **September 17, 2013, 11:21:53 pm**

Quote from: TalonisWolf on September 17, 2013, 08:06:38 pm

On a related note, I believe Mad Fool experimented on a demon in the most immoral way. This experiment has become known as the "Red Demon Sword"

I resent your implication of impropriety!

We are *married*.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **peregarrett** on **September 18, 2013, 03:06:21 am**

I took a look at the save...

Berserk yak who's killed an axedwarf recently.

Cave-in sacrifice over Soul Beacon

Strange rooms with - food stockpile blocked with iron grates, upright iron spears, magma flooding system, refuse stockpiles - a kindergarden maybe?

Arena is almost ready. Good.

No Battery?! No Duck-a-tron?! UNACCEPTABLE!!!

So, overall verdict - sweet, but not insane enough. Luckily, I have some ideas to improve it.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **gunpowderte** on **September 18, 2013, 06:18:28 am**

Quote from: peregarrett on September 18, 2013, 03:06:21 am

I took a look at the save...

Berserk yak who's killed an axedwarf recently.

Cave-in sacrifice over Soul Beacon

I think I made this to expose... visitors to the air (how nice of me), let the marksdwarves practice a bit and the ... visitor ... then dodge to it's fate

Quote

Strange rooms with - food stockpile blocked with iron grates, upright iron spears, magma flooding system, refuse stockpiles - a kindergarden maybe?

Yup...

Quote

Arena is almost ready. Good.

Well, we need some balconies for our populace to watch. Maybe put the "better seats" right where the action is. If you don't then I will when my turn comes around again... maybe put some chains in there so that the spectators don't interfere with the performance too much?

Quote

No Battery?! No Duck-a-tron?! UNACCEPTABLE!!!

So, overall verdict - sweet, but not insane enough. Luckily, I have some ideas to improve it.

Build the LinDac? I wanted to, but then I got distracted (I still wonder why...). I agree it is not yet the unmanageable mess DGI was in the end, but there might still be some older tunnels left from before the reclaim that never got patched up and are yet to be rediscovered... that kept me on my toes for a while. The BATTERY will cause some FPS issues for me though. I only have a netbook to game on during my

commute. Meh, whatever.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Viasi** on **September 18, 2013, 10:38:37 am**

Alright, I'll start getting the updates rolling in tomorrow or the day after that.
Quote from: TalonisWolf on September 17, 2013, 02:52:17 pm
Has it reached the thousands yet?
~~Probably~~ Very likely. I'll look it up later. But I can tell you for sure that Anima alone already has atleast 110 kills.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **GentlemanRaptor** on **September 18, 2013, 12:36:21 pm**

Quote from: TalonisWolf on September 17, 2013, 08:06:38 pm
This----> http://en.wikipedia.org/wiki/Technological_singularity
That *is* what you mean, right? It can't be a coincidence...
He has trashed 3 computers, attacked people's health (including me), messed with people's lives, and has invaded our minds to ensure Mad Fool is allowed to continue his !!science!!

Got it in one. Also, peregarrett? The kindergarten is built near all that magma *for a reason*. Up to you to figure out the reason, though.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **September 18, 2013, 12:49:26 pm**

Central heating. What did you think?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **AnimaRytak** on **September 18, 2013, 01:18:39 pm**

I've expanded the TvTropes (<http://tvtropes.org/pmwiki/pmwiki.php/DwarfFortress/Deathgate>) article to include Murdermachines.

Make me proud lads.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Wafflelordling** on **September 18, 2013, 01:39:12 pm**

requesting a dorf so that I may die in infamy, the dorfing page got updated with the request..

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **TalonisWolf** on **September 18, 2013, 02:05:35 pm**

Added onto the Tropes "Bizarrchitecture" and "Butt Monkey", but feel free to add flair to my entries...or remove them if they aren't !!FUN!! enough.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **TalonisWolf** on **September 18, 2013, 02:16:13 pm**

Sorry,my computer won't let me edit my previous post >:(

Also,is there a way to incorporate this trope somewheres?

"Fantastic Fragility

Everything has a weakness, every lock has a key, every curse a loophole, and the flaw will come into play to bring down the device.
This applies to basically every "immovable object" and "unstoppable force" in fiction, be they objects, characters, science, or magic. The idea is twofold: inside the story, the creator of the device or technique may incorporate a Necessary Drawback that will make it stronger, while the author gives the protagonists (or antagonists) a way to defeat it and maintain suspense and narrative flow by limiting the Deus ex Machina.
When justified in a setting, it's usually explained that magic is not free, and the only way to make an unstoppable whatever is to, ironically, build in a weakness that makes it stoppable. Clever creators may even keep the weakness a secret to use in case the machine (or person) should be turned against them. Others may try to make it an Impossible Task.
It can be a key to an Tailor-Made Prison, a physical weak point, not being able to harm virgins or the like, or a Curse Escape Clause. If the weakness is a Power Source, Soul Jar, or a form of remote control, destroying the "Keystone" destroys the device/weapon/person/army.
See Also Celestial Deadline, Necessary Drawback, and Power at a Price. Compare Achilles Heel, which is this for creatures/characters"

I'm thinking the Voidspawns inability to use armour might count as this. If, ARMOK FORBID, The Voidgod gets killed, it will probably also be this.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **peregarrett** on **September 18, 2013, 02:56:36 pm**

Quote from: GentlemanRaptor on September 18, 2013, 12:36:21 pm
Also, peregarrett? The kindergarten is built near all that magma *for a reason*. Up to you to figure out the reason, though.
An attempt to grow magma-proof children? Also spear-resistant and food-independent ones.
Let the **!!science!!** begins!

On my point, I recommend expose them to various forgotten beast syndromes and demons' when we release them. Urgently need Giant Cave Spider Farm here!

EDIT:
Yuli Viasi, please don't sacrifice caged trolls. I just invented an awesome usage for them! Capture more, if possible.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Viasi** on **September 19, 2013, 09:21:25 am**

Quote from: peregarrett on September 18, 2013, 02:56:36 pm
Yuli Viasi, please don't sacrifice caged trolls. I just invented an awesome usage for them! Capture more, if possible.
Got it.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **September 19, 2013, 02:42:20 pm**

Also, as of end of my turn we had a sizeable stock of void thralls, what happened to them?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Blade Master Model 42** on **September 19, 2013, 04:55:04 pm**

Quote from: SanDiego on September 19, 2013, 02:42:20 pm
Also, as of end of my turn we had a sizeable stock of void thralls, what happened to them?

From what I briefly saw, a bunch of them were set up in, or just stocked near the butt arena.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **TalonisWolf** on **September 19, 2013, 07:56:14 pm**

Quote from: Blade Master Model 42 on September 19, 2013, 04:55:04 pm
Quote from: SanDiego on September 19, 2013, 02:42:20 pm
Also, as of end of my turn we had a sizeable stock of void thralls, what happened to them?
From what I briefly saw, a bunch of them were set up in, or just stocked near the butt arena.

I'm almost to afraid to ask...but *how many* nefarious, potentially !!FUN!! plans are you going to use those Voidspawn for, and how worried should we be?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **peregarrett** on **September 19, 2013, 11:06:35 pm**

Quote from: TalonisWolf on September 19, 2013, 07:56:14 pm
Quote from: Blade Master Model 42 on September 19, 2013, 04:55:04 pm
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From what I briefly saw, a bunch of them were set up in, or just stocked near the butt arena.
I'm almost to afraid to ask...but *how many* nefarious, potentially !!FUN!! plans are you going to use those Voidspawn for, and how worried should we be?
Don't worry. Everything will be ~~fine~~ FUN!

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **gunpowdertea** on **September 20, 2013, 01:57:23 am**

Quote from: Blade Master Model 42 on September 19, 2013, 04:55:04 pm
Quote from: SanDiego on September 19, 2013, 02:42:20 pm
Also, as of end of my turn we had a sizeable stock of void thralls, what happened to them?
From what I briefly saw, a bunch of them were set up in, or just stocked near the butt arena.

Yeah, the animal stockpile down there takes all void creatures. The one closer to the top takes gobbos and stuff. I read somewhere that it is possible to consolidate prisoners into a single constructed cage, but I'm not sure I'd like to try that with the Horror from the Void...

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Viasi** on **September 20, 2013, 06:57:21 am**

I'll start today. What am I supposed to do with the 'childcare'-thing?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **September 20, 2013, 07:11:16 am**

Dump babies and, err.. animal companions there, dump the food, forget about them, cause permanent mental scarring. You know the drill.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Viasi** on **September 20, 2013, 12:05:25 pm**

Quote from: SanDiego on September 20, 2013, 07:11:16 am
~~Dump babies and, err.. animal companions there, dump the food, forget about them, cause permanent mental scarring. You know the drill.~~ kill the entire fort
Got it.

I am starting the game now. Wish me death and destruction.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Viasi** on **September 20, 2013, 12:11:03 pm**

Alright. Who left the voidspawn tallow lying around on the floor? It's rotting. Please pick it up again. And eat it as long as it's still edible. Please.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Viasi** on **September 20, 2013, 12:16:05 pm**

I am opening up the passage the Ambassador got through again. Hopefully I will be able to construct a proper farm down there this time.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Viasi** on **September 20, 2013, 12:26:37 pm**

peregarrett, we have about 15 trolls caged at the moment. What exactly do you plan to do with them?

TalonisWolf, sadly the deathcount has not reached the thousands yet. We are at 782 right now.
Fun fact: About 1/7 of all deaths that occured in Murdermachines have been caused by the void god.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Viasi** on **September 20, 2013, 01:20:17 pm**

We have some ghosts ghosting around the fort. The passage to the caves is open again and I am sending in the voidgod to rediscover areas that we lost after the fort died. The miners are slow but the 'LIKES BANANAS'-rooms should soon be finished. I'll post some screenshots tomorrow.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **TalonisWolf** on **September 20, 2013, 01:23:36 pm**

Quote from: Yuli Viasi on September 20, 2013, 12:26:37 pm
...TalonisWolf, sadly the deathcount has not reached the thousands yet. We are at 782 right now.
Fun fact: About 1/7 of all deaths that occured in Murdermachines have been caused by the void god.

First of all, OP this

Second, is this just dwarven deaths or all deaths?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **AnimaRytak** on **September 20, 2013, 01:54:19 pm**

Quote from: TalonisWolf on September 20, 2013, 01:23:36 pm
Quote from: Yuli Viasi on September 20, 2013, 12:26:37 pm
...TalonisWolf, sadly the deathcount has not reached the thousands yet. We are at 782 right now.
Fun fact: About 1/7 of all deaths that occured in Murdermachines have been caused by the void god.

First of all, OP this

Second, is this just dwarven deaths or all deaths?

That would be all deaths.

And god damn my little psychopath makes me proud.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **peregarrett** on **September 20, 2013, 03:30:27 pm**

Quote from: Yuli Viasi on September 20, 2013, 12:26:37 pm
peregarrett, we have about 15 trolls caged at the moment. What exactly do you plan to do with them?
The more - the better. 15 is okay, for the first.
I want to set up The Troll-Ye-Coaster! Leave them in the cages for now.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **kefkakrazy** on **September 20, 2013, 03:42:11 pm**

Oh god.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **September 20, 2013, 05:56:10 pm**

Quote from: kefkakrazy on September 20, 2013, 03:42:11 pm
Oh god.
If there is a God, how do you explain us?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Waffelordling** on **September 20, 2013, 06:04:04 pm**

Timmy the Chaos God

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **TalonisWolf** on **September 20, 2013, 08:34:58 pm**

Quote from: SanDiego on September 20, 2013, 05:56:10 pm
Quote from: kefkakrazy on September 20, 2013, 03:42:11 pm
Oh god.
If there is a God, how do you explain us?

Gods tantrum?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **GentlemanRaptor** on **September 20, 2013, 09:47:08 pm**

Quote from: TalonisWolf on September 20, 2013, 08:34:58 pm
Quote from: SanDiego on September 20, 2013, 05:56:10 pm
Quote from: kefkakrazy on September 20, 2013, 03:42:11 pm
Oh god.
If there is a God, how do you explain us?

Gods tantrum?
There is no God, only Terry.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Viasi** on **September 21, 2013, 07:00:40 am**

There is no Terry, only Terry. Checkmate.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Viasi** on **September 21, 2013, 07:01:54 am**

Quote from: peregarrett on September 20, 2013, 03:30:27 pm
Quote from: Yuli Viasi on September 20, 2013, 12:26:37 pm
peregarrett, we have about 15 trolls caged at the moment. What exactly do you plan to do with them?
The more - the better. 15 is okay, for the first.
I want to set up The Troll-Ye-Coaster! Leave them in the cages for now.
Where exactly do you want to build it? I could help you by moving the trolls there.

EDIT:
Ok, this is weird. I just started walling of some areas because somebody left them open to the caverns again when I noticed that my digging designations just started to delete themselves. Some of the tiles designated for digging started blinking and have a black dot in the middle of them. I won't replace them.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **peregarrett** on **September 21, 2013, 07:15:25 am**

Quote from: Yuli VlasI on September 21, 2013, 07:01:54 am

Quote from: peregarrett on September 20, 2013, 03:30:27 pm

Quote from: Yuli VlasI on September 20, 2013, 12:26:37 pm

peregarrett, we have about 15 trolls caged at the moment. What exactly do you plan to do with them?

The more - the better. 15 is okay, for the first.

I want to set up The Troll-Ye-Coaster! Leave them in the cages for now.

Where exactly do you want to build it? I could help you by moving the trolls there.

On the surface,of course. Maybe around the whole aboveground fortress.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **Yuli VlasI** on **September 21, 2013, 07:22:18 am**

Alright, I'll get the trolls to the surface. Most of them are already there anyway.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **tryrar** on **September 22, 2013, 01:22:31 am**

so, what's the current status of my dorf? I know he's alive, but I was wondering how skilled he's gotten

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **gunpowdertea** on **September 22, 2013, 05:57:17 am**

Quote from: Yuli VlasI on September 21, 2013, 07:01:54 am

Ok, this is weird. I just started walling of some areas because somebody left them open to the caverns again when I noticed that my digging designations just started to delete themselves. Some of the tiles designated for digging started blinking and have a black dot in the middle of them. I won't replace them.

Hm. Maybe there's open space that has yet to be uncovered again?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **Yuli VlasI** on **September 22, 2013, 07:42:33 am**

Quote from: tryrar on September 22, 2013, 01:22:31 am

so, what's the current status of my dorf? I know he's alive, but I was wondering how skilled he's gotten

Let me check... It looks like you don't even exist. I am going to redwarf you immediately. You are now Tryrar Ebalthob, milita captain and also known as Goremaster. You are female. A voidspawn drone and a thrall have fallen at your hands. And you have no friends. At all.

Quote from: gunpowdertea on September 22, 2013, 05:57:17 am

Hm. Maybe there's open space that has yet to be uncovered again?

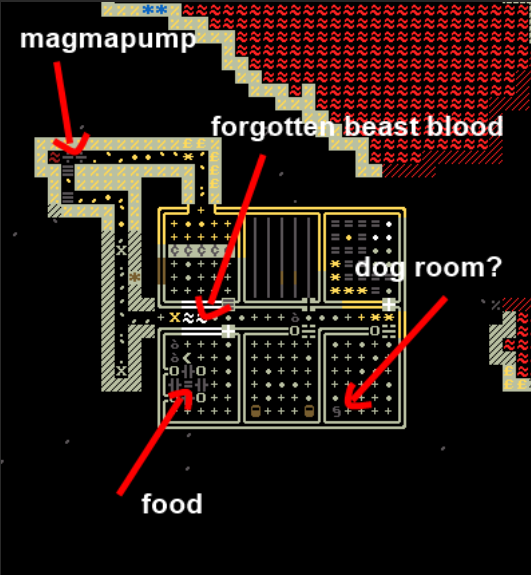
That is very likely.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **Yuli VlasI** on **September 22, 2013, 08:03:21 am**

I am still trying to figure out how exactly the childcare is supposed to work. I found the place where the food goes in. And it looks like one of the rooms is supposed to flood with magma. The forges are working at some iron chains right now and there is a chain in one of the childcare rooms. Are the dogs supposed to be leashed? How are the children supposed to get into the iron spear room? How do I melt of their skin, fat and nervous system without burning them to crisps? Why are there iron grates around the food stockpile? That thing should come with an ~~instruction manual~~ built in **rollercoaster through hell** or something like that. And why...

I'll just post a picture.



Alright do you see the X next to the forgotten best blood? There's a lever. What does it do? ~~I will start dropping food in there as I wait for answers.~~ There are two more levers next to the food stockpile. What do they do?

About the asarena. I am completing the magma pumpstack.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **SanDiego** on **September 22, 2013, 09:19:38 am**

Somewhere in the vicinity of the forgotten beast blood should be a microcline lever that operates the magma drain (the floor hatches). All told, the system *should* be safe, but I haven't tested it extensively on my turn due to time issues.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **The Mad Fool** on **September 22, 2013, 12:04:46 pm**

Quote from: SanDiego on September 22, 2013, 09:19:38 am

Somewhere in the vicinity of the forgotten beast blood should be a microcline lever that operates the magma drain (the floor hatches). All told, the system *should* be safe, but I haven't tested it extensively on my turn due to time issues.

I love your use of the word "safe" in the context of a magma chamber designed to melt the fat off of the occupants. :D

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **GentlemanRaptor** on **September 22, 2013, 12:12:32 pm**

Uhh. I built half the damn thing, and I can't remember much. But, one level up is where you dump the kids and dogs in from. I think you can put the dogs in a cage, and then have the kid inside the day-care destroy the cage. No leashes necessary. The rest is straight-up torture. And fireproofing, if that still works.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **Yuli VlasI** on **September 22, 2013, 12:24:30 pm**

Quote from: SanDiego on September 22, 2013, 09:19:38 am

All told, the system *should* be safe, ...

Oh. Sadface.

Quote from: GentlemanRaptor on September 22, 2013, 12:12:32 pm

Uhh. I built half the damn thing, and I can't remember much. But, one level up is where you dump the kids and dogs in from. I think you can put the dogs in a cage, and then have the kid inside the day-care destroy the cage. No leashes necessary. The rest is straight-up torture. And fireproofing, if that still works.

Yeah, I found that room. I just think that it's weird that the entrance to the room that was made to dump stuff into the childcare is inside the childcare.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **GentlemanRaptor** on **September 22, 2013, 01:11:28 pm**

Quote from: Yuli VlasI on September 22, 2013, 12:24:30 pm

Quote from: SanDiego on September 22, 2013, 09:19:38 am

All told, the system *should* be safe, ...

Oh. Sadface.

Quote from: GentlemanRaptor on September 22, 2013, 12:12:32 pm

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Yeah, I found that room. I just think that it's weird that the entrance to the room that was made to dump stuff into the childcare is inside the childcare.

Yeah, I did a lot of careful engineering to make sure no floods happened. Were that room anywhere else, the entire level would be covered in water. I think.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**

Post by: **TalonisWolf** on **September 22, 2013, 04:21:46 pm**

Quote from: GentlemanRaptor on September 22, 2013, 01:11:28 pm

Quote from: Yuli VlasI on September 22, 2013, 12:24:30 pm

Quote from: SanDiego on September 22, 2013, 09:19:38 am

All told, the system *should* be safe, ...

Oh. Sadface.

Quote from: GentlemanRaptor on September 22, 2013, 12:12:32 pm

Uhh. I built half the damn thing, and I can't remember much. But, one level up is where you dump the kids and dogs in from. I think you can put the dogs in a cage, and then have the kid inside the day-care destroy the cage. No leashes necessary. The rest is straight-up torture. And fireproofing, if that still works.

Yeah, I found that room. I just think that it's weird that the entrance to the room that was made to dump stuff into the childcare is inside the childcare.

For some reason our gates are still open and there's a new. It can not be closed (I keep getting the feeling somebody tried to kill the fort on purpose) and we still have dwarves running around outside. I'll try to seal us up again but until then the gates will have stay open.

I wish our dwarves could work faster, but currently most of them are busy hauling stuff.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Viasi** on **September 28, 2013, 08:49:05 am**

Im way into mid spring now plsdon'tlynchme, and I made huge progress at the underground farms. The area has been dug out completely, trees are being chopped down, levers are being constructed. The miners leveled up alot, everything should be finished faster now. I am currently installing a flooding system to get more mud down there. I will post screenshots as soon as it is finished. I also put some ghosts to rest after the spirit of a child beated up Vendix. Poor Vendix.
The forges and carpenters are still working to slow though.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **MDFification** on **September 28, 2013, 08:54:39 am**

You guys got an awesome goal like the last Deathgate? Will hell be colonized again?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Viasi** on **September 28, 2013, 09:04:02 am**

Quote from: MDFification on September 28, 2013, 08:54:39 am

You guys got an awesome goal like the last Deathgate? Will hell be colonized again?

I hope so, that's why I am setting up farms and living quarters in our caves. We need to move our dwarves down there to be succesful in killing demons.

I just discovered a tribe of bat men in our caves.

Spoiler (click to show/hide)

NANANANANNANANANANNANANANNANANANABATMEN

Send in the vg.

EDIT: Interesting. There's an object called Usno's hair inside their camp. And one of them is named Osmodlod.... I probably shouldn't kill them **yet**. There could be some fascinating legends mode-awesomeness hidden in there. CANCEL THE MISSION. They shall serve as guardians of the new temple.....

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Viasi** on **September 28, 2013, 09:31:19 am**

Elves arrived.
'AnimaRytak' Tulonidos Amugthikut Stul, The Void God Kill various
I WILL HAVE MY BLOODBATH.

The Void God arrived right in time, seconds before the elves could set their feet inside our walls. They actually tried to run, but Anima just chased down one by one. Not even their animals survived. The last elf to die actually made it to the edge of the map, but...

The The Void God hacks The Elf Merchant in the head with his Emadthosbut, tearing apart the muscle, shattering the skull and tearing apart the brain through the ((rope reed fiber hood))!
An artery has been opened by the attack!
A tendon in the skull has been torn!
The Elf Merchant has been knocked unconscious!
The The Void God collides with The Elf Merchant!
The Elf Merchant is knocked over and tumbles backward!
yeah. His corpse is now lying one tile away from freedom. Elves are such losers.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Viasi** on **September 28, 2013, 10:00:36 am**

It's Felsite now. Voidspawn are attacking. I forgot what lever closes the gates, not that it matters. We don't have any idlers anyway. ~~Let's hope for the best.~~

EDIT: I don't know what the hell is going on in there.

Shippolimus Toasstonpodez, Axedway Invader

So this lady here showed up with the ambushers and died after killing two thralls. The remaining **three** decide to kill one of themselves just because it's funny. The remaing **two** start moving towards our gates. They won't cause any problems.

At the same time a voidspawn snatcher appears right in front of Anima. Seconds later, most of his teeth and essential body parts are scattered around him in a radius of ten tiles. Congratulations Anima, your axe just reached a 100 kills. **claps slowly*

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Waffielordling** on **September 28, 2013, 10:58:33 am**

Is there an adamantine bunker being developed? I mean why make armor and such when you can develop buildings from it right?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Viasi** on **September 28, 2013, 02:34:53 pm**

Quote from: Waffielordling on September 28, 2013, 10:58:33 am

Is there an adamantine bunker being developed? I mean why make armor and such when you can develop buildings from it right?

Well, we could make one out of soap and it wouldn't really make a difference. But in a way you are right. Why should we waste our gold on artifacts if we can build walls out of it?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **gunpowderteas** on **September 28, 2013, 03:04:10 pm**

Regarding the new entry, I guess you are referring to the hatches on level +1 above the gates. The hatches still need to be closed manually (forbidden passage), yeah, it's an exploit, but it enables dwarves to flee through it.

There seems to be a bug with dwarves snatched by voidspawn - seems line not only dwarves can have a loyalty cascade >:>

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Viasi** on **September 28, 2013, 03:55:23 pm**

It is mid-summer now. This guy shows up and gets killed immediately after having a bath in a murky pool together with the void god.

The Cyclops Kas TequilMor Elku Almaf has come! A giant humanoid monster with a single eye set in its forehead.
Press Enter to close window

Then those guys appear on the screen.

| | |
|--|------------------------|
| Jidipenkus, Troll | Invader |
| Praugdis, Voidspan Thrall Hammerman | Opposed to life |
| Tasreedis, Voidspawn Drone Hammer Lord | Opposed to life |
| Prodogosodus, Voidspan Thrall Hammerman | Opposed to life |
| Strudutholier, Voidspan Thrall Hammerman | Opposed to life |
| Buldis, Voidspawn Drone Hammer Lord | Opposed to life |
| Tokoshleembis, Voidspawn Soldier Hammer Lord | Opposed to life |
| Stufuluthrulis, Voidspan Thrall Hammerman | Opposed to life |
| Bliligiglaungis, Voidspan Thrall Axe Lord | Opposed to life |
| Stinkus, Voidspan Thrall Maceman | Opposed to life |
| Prakagisevus, Voidspan Thrall Maceman | Opposed to life |
| Klijloller, Voidspawn Soldier Mace Lord | Opposed to life |
| Shlumus, Voidspan Thrall Maceman | Opposed to life |
| Kililibulgis, Voidspawn Drone Mace Lord | Opposed to life |
| Fishraylgis, Voidspan Thrall Maceman | Opposed to life |
| Tankis, Voidspan Thrall Maceman | Opposed to life |
| Blidudin, Voidspawn Drone Mace Lord | Opposed to life |
| Dragabasombus, Voidspawn Soldier Master Lasher | Opposed to life |
| Chitlalgin, Voidspan Thrall Maceman | Opposed to life |
| Klinkus, Voidspan Thrall Maceman | Opposed to life |
| Charbin, Voidspan Thrall Maceman | Opposed to life |
| Bufuguplaybus, Voidspan Thrall Maceman | Opposed to life |
| Brolokoplulbus, Voidspan Thrall Maceman | Opposed to life |
| Lraymin, Voidspawn Drone Mace Lord | Opposed to life |
| Flimbis, Voidspawn Drone Mace Lord | Opposed to life |
| Chlarsnis, Voidspawn Drone Axe Lord | Opposed to life |
| Throgothayrnis, Voidspan Thrall Lasher | Opposed to life |
| Shulin, Voidspan Thrall Lasher | Opposed to life |
| Floris, Voidspawn Drone Master Lasher | Opposed to life |
| Prolofoburin, Voidspawn Drone Master Lasher | Opposed to life |
| Girbis, Voidspan Soldier Master Lasher | Opposed to life |
| Foshrobus, Voidspan Thrall Lasher | Opposed to life |
| Klikigichlikis, Voidspan Thrall Lasher | Opposed to life |
| Krukleenkis, Voidspan Thrall Lasher | Opposed to life |
| Fududushruis, Voidspan Thrall Master Lasher | Opposed to life |

So I'm like 'yeah, no problem. I got this. I'll just send up all of our military and we should be fine.'

And this guy is like 'nope.'

The Forgotten Beast Shedin has come! A huge three-eyed cacko. It has three long, hanging tails and it has a bloated body. Its dark taupe scales are oval-shaped and overlapping. Beware its poisonous vapors!
Press Enter to close window

You see, the problem is that I am still working at the underground farms. And there's a hole. In the wall. Again.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Viasi** on **September 28, 2013, 03:58:20 pm**

Oh yeah. Right. The voidspawn are killing each other. Nevermind.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **September 28, 2013, 05:15:34 pm**

They had a look at our foretreess and they decided they'd rather kill themselves.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **gunpowderteas** on **September 29, 2013, 01:32:29 am**

"I'd rather prefer ritual suicide"...

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Viasi** on **September 29, 2013, 04:03:59 am**

Uhm. The forgotten beast got into a fight with some batmen and disappeared. But there still is a whole army of spawn and thralls out there. And. Uhm. We kind of are in a **BIG** trouble now. Because... Well... The Void God is the only one who immediately appeared when he was ~~ordered~~ kindly asked to defend the fortress. At the moment our entire military is scattered around the fortress, trying to gather their equipment. And the gates are still open. Aaaaand.... The Void God was just standing there on his own for a few days. Maybe he got bored, I don't know. But suddenly he decided to hunt for small animals, because appereantly, he was starving. And because of that he... left his post in front of our gates. And charged right into a voidspawn squad. I repeat, **on his own**. And it looks like he got so tired from getting hit in the head by a mace, that he decided to take a nap.
TL;DR: we are so fucked right now.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Viasi** on **September 29, 2013, 04:06:55 am**

Oh god, **I THINK** the gates are closed.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Lolfail0009** on **September 29, 2013, 04:07:02 am**

Quote from: Yuli Viasi on September 29, 2013, 04:03:59 am

Uhm. The forgotten beast got into a fight with some batmen and disappeared. But there still is a whole army of spawn and thralls out there. And. Uhm. We kind of are in a **BIG** trouble now. Because... Well... The Void God is the only one who immediately appeared when he was ~~ordered~~ kindly asked to defend the fortress. At the moment our entire military is scattered around the fortress, trying to gather their equipment. And the gates are still open. Aaaaand.... The Void God was just standing there on his own for a few days. Maybe he got bored, I don't know. But suddenly he decided to hunt for small animals, because appereantly, he was starving. And because of that he... left his post in front of our gates. And charged right into a voidspawn squad. I repeat, **on his own**. And it looks like he got so tired from getting hit in the head by a mace, that he decided to take a nap.
TL;DR: we are so fucked right now.

...Shit.

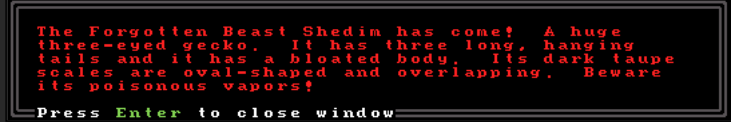
Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Viasi** on **September 29, 2013, 04:32:45 am**

Ok, ok, calm down, I got this. The gates are closed.

...

Quote from: Yuli Viasi on September 28, 2013, 03:55:23 pm

And this guy is like 'nope'.



Some dwarves decided to retrieve the bolts the batmen used against Shedim. And now he's following them back to the farms.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Viasi** on **September 29, 2013, 04:38:56 am**



shit.
Pull the Lever A

this is Ambassador all over again. it is even the same gate.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Viasi** on **September 29, 2013, 04:44:24 am**



pls stop drinking and pull the lever.



Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Viasi** on **September 29, 2013, 04:50:02 am**

It is dead. But it poisoned half of our military. Everything went better than expected.
'Puff' Dorentangath, Stonewhisperer cancels Rest: Paralyzед.
Asmel Gussashlogem, Recruit cancels Rest: Paralyzед.
Thob Zanegëriith, Swordsdwarf cancels Rest: Paralyzед.
'Puff' Dorentangath, Stonewhisperer cancels Rest: Paralyzед.
Asmel Gussashlogem, Recruit cancels Rest: Paralyzед.
Thob Zanegëriith, Swordsdwarf cancels Rest: Paralyzед.
'Puff' Dorentangath, Stonewhisperer cancels Rest: Paralyzед. (<http://imgur.com/tGLUpjx>)

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Viasi** on **September 29, 2013, 04:59:41 am**

last post for a while
Sodel Alisrigëth, Hammerdwarf has suffocated.
'Puff' Dorentangath, Stonewhisperer has suffocated.
Thob Zanegëriith, Swordsdwarf has suffocated.
Mizësa Otianingish Kasbenkethil Anam, Axe-Crazy has suffocated.
Lorham Vabëkarak, Lye Maker has been missing for a week.
Kubuk Kikrostinal has become a Hammerdwarf.
Logem Belerad, Jeweler cancels Store Item in Stockpile: Item inaccessible.
Ducim Tenshedsazir Todör Kâtdir, CARPLord has been found dead.
It has started raining.
'Vendix II' Berasmel, Stoner has been found dead.
Autumn has come.
Deduk Katthirathel, Woodworker has been missing for a week.
Onget Tathurilton, Milker has been missing for a week.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **September 29, 2013, 08:10:26 am**

People suffocating left and right and bunch more missing. Is there something unusual?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **peregarrett** on **September 29, 2013, 12:58:33 pm**

That's the outcome of being so arrogant to leave all the defence on Void God.
-Where's your Void God now?!

But by the kind grant of Armok we have the chance to rebuild our military from the clear sheet. Praise the Armok, and ready yourself to the painful death!

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **kefkakrazy** on **September 29, 2013, 03:57:23 pm**

So did the Void God actually *die* or is he just napping in a warzone?

Because, you know. Void God. I can't imagine he'd be that much less deadly asleep.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Viasi** on **September 30, 2013, 11:25:59 am**

Quote from: peregarrett on September 29, 2013, 12:58:33 pm

That's the outcome of being so arrogant to leave all the defence on Void God.

To be fair, I didn't. I sent everybody up there, Anima just arrived way before the others.

Quote from: kefkakrazy on September 29, 2013, 03:57:23 pm

So did the Void God actually *die* or is he just napping in a warzone?

DEAD?! Nonono, he's just taking a break from being alive.

Btw, I irrigated the farms without killing **everyone**. Best overseer ever.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **renegadelobster** on **September 30, 2013, 10:14:26 pm**

So, is Thaddeus the Fail Saint still alive? Or did (s)he get eaten or something?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **kefkakrazy** on **September 30, 2013, 11:12:29 pm**

Yuli Vlas... you will go down in history. You must always be remembered, as the one who slew the greatest evil the world has ever known; through your actions, the people of this land might, possibly, look forward to a future. Hope. Happiness.

The fact that the greatest evil in the world was the mortal incarnation of our patron deity and his death probably removes our military from viability as a fighting force notwithstanding.

On the upside, I suspect we can look forward to a massively increased death rate among military dorfs, with plenty of lulzy stories for all. It's been a while since we got a Krosan killed and I'm going to be mildly annoyed if people start catching up to my incarnation count!

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **October 01, 2013, 07:15:24 am**

One question - HOW in the hell did you manage to kill Void God? He survived five voidspawn while stark naked, I didn't think he could die.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Vlas** on **October 01, 2013, 10:44:00 am**

Alright, AnimaRytak hasn't posted anything yet and I fear the reason for that is that he's trying to find and personally kill me with his bare hands right now. But unless he has the power of precognition and started his journey before i started my turn, I should be fine until... let's say tomorrow.

Weird, now that I think of it precogniton would explain this:

Quote

Murdermachines Turn
« Sent to: Yuli Vlas on: September 17, 2013, 04:52:18 am »

ReplyReply
Reply with quoteQuote
Remove this messageRemove

It is now your turn in Murdermachines!

You have until September 18th @ 11:59 PM EST to acknowledge your turn.

It will be your last.

...
Quote from: kefkakrazy on September 30, 2013, 11:12:29 pm

On the upside, I suspect we can look forward to a massively increased death rate among military dorfs, with plenty of lulzy stories for all.

This is the third time I wiped out our entire military. lulzy enough? :P

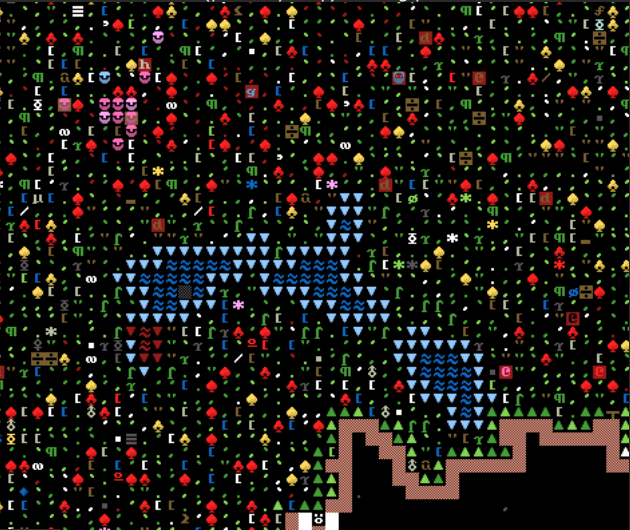
Quote from: SanDiego on October 01, 2013, 07:15:24 am

One question - HOW in the hell did you manage to kill Void God? He survived five voidspawn while stark naked, I didn't think he could die.

I have no idea. He kind of doomed himself by running into an armed voidspawn squad for no apparent reason. He was fully clothed though and he had his artifact steel axe with him. He even managed to kill half of his enemies (about five) before... you know. Maybe he got weakened by the bath he took with the cyclops?

Oh, wait, I don't think I told you about that in detail. Funny story. While fighting the cyclops Anima dodged into a small lake on the surface. The cyclops followed him, they took a bath, had a nice time and then the cyclops died. Honestly, I thought the Void God was going to drown there. Here have some screenshots! The one in the spoiler tag depicts the voidwraiths great leader in his... not-alive-being glory. Nothing for sensible people.

The Void Gods favorite (probably only) bathing place:



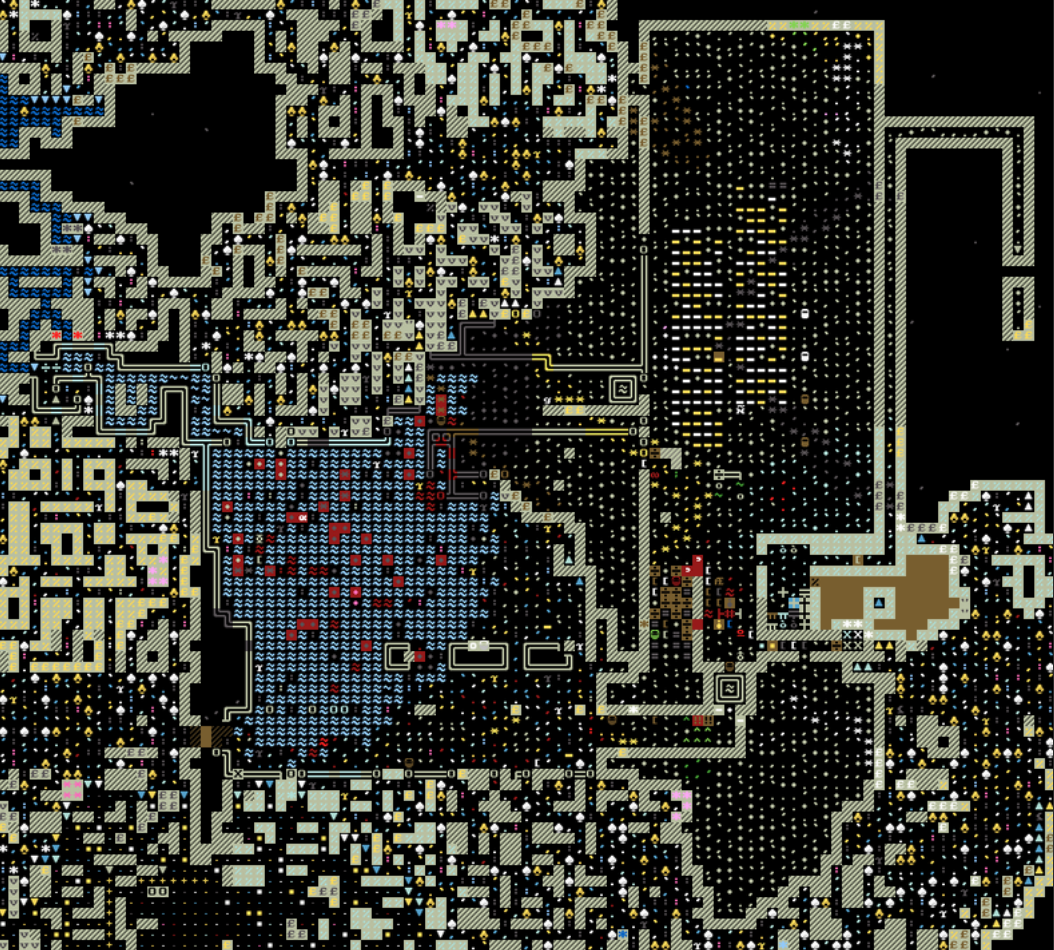
Spoiler (click to show/hide)

The blue guy is Anima. The others are the voidspawn he slayed. His axe is still lying there with a total of 98 notable kills (mostly voidspawn, goblins and trolls, but there are some elves and a donkey too).



Rest in one piece, 'AnimaRytak' Roadcalls the Foggy Book of Maws the dwarf Void God, d. 264, one hundred five kills

The farms:



Totally worth it.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Vlas** on **October 01, 2013, 11:01:24 am**

For the next overseer:
1. I finished the pump stack which is supposedto fill the asrenas... whatever with lava. I tried to pump it manually which would have failed even if it had worked. Two dwarves melted, the other two are fine. There's something wrong with the two lower screw pumps. Don't operate them unless you want to kill somebody.

2. I made some digging designations which won't be finished during my turn. **Some** of them are useful, so you shouldn't delete them. For example, one gives the dwarves the possibility of reaching the magmapumpstack without having to go through the room which is supposed to be filled with lava.

3. I am constructing a pyramid made of pure gold in the same caves the new farms are in. It won't be finished though. Just so you know where you can find some gold in case you run out of it (not likely, we still have tons of that stuff).

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **peregarrett** on **October 01, 2013, 02:10:46 pm**

So, now we must choose who will succeed the Void God's steel axe?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Vlas** on **October 01, 2013, 02:49:53 pm**

Quote from: peregarrett on October 01, 2013, 02:10:46 pm

So, now we must choose who will succeed the Void God's steel axe?

I think it should only be wielded by somebody who is atleast as powerful or terrifying as the vg, but if you survive going to the surface it's yours I guess. Which brings us to the next 'problem'. We can't bury him without opening the gates and unless we engrave him a slab we'll have the honour of dealing with his ghost.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **The Mad Fool** on **October 01, 2013, 02:54:07 pm**

Quote from: Yuli Vlas on October 01, 2013, 02:49:53 pm

Quote from: peregarrett on October 01, 2013, 02:10:46 pm

So, now we must choose who will succeed the Void God's steel axe?

I think it should only be wielded by somebody who is atleast as powerful or terrifying as the vg, but if you survive going to the surface it's yours I guess. Which brings us to the next 'problem'. We can't bury him without opening the gates and unless we engrave him a slab we'll have the honour of dealing with his ghost.

In striking him down, the void spawn have made him more powerful than they could possibly imagine!

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Vlas** on **October 01, 2013, 03:22:27 pm**

Speaking of ghosts, peregarrett, yours is haunting my pyramids constructions site.

...

Literally seconds later after I notice the ghost, I get the following message:

'Peregarrette' Riseninen, QuarryBush Berserk has suffocated.

This place is so messed up, it even messed up the afterlife.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **October 01, 2013, 03:34:04 pm**

Some people have multiple instants of their ghosts roaming this place as they keep dying and reincarnating faster than it's possible to bury them.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **kefkakrazy** on **October 01, 2013, 08:42:42 pm**

that's RIGHT. The reason why I lost the fort to *freaking kobolds* was because AMBASSADOR got in and ate everything first...!

<3 you

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **tryrar** on **October 02, 2013, 12:27:37 am**

Was I among those who suffocated, or am I still alive?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **gunpowderte** on **October 02, 2013, 03:27:17 am**

Quote from: Yuli Vlas on October 01, 2013, 11:01:24 am

[...] There's something wrong with the two lower screw pumps. Don't operate them unless you want to kill somebody. [...]

That's a ... well... not really helpful hint, as this does not really appeal to any higher instincts of survival that we do not possess anyways... or so. Need more tea, cannot think at the moment nor write coherent English.

(as we do want to kill *everybody* ...)

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **October 02, 2013, 01:47:42 pm**

Leaky magma pumps that have to be operated manually are really just par of the course for us.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Just Some Guy** on **October 02, 2013, 02:25:24 pm**

Am I the only one here that was waiting for the Void God to die?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Vlas** on **October 02, 2013, 03:34:07 pm**

Quote from: Just Some Guy on October 02, 2013, 02:25:24 pm

Am I the only one here that was waiting for the Void God to die?

Uhm.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Vlas** on **October 02, 2013, 03:34:34 pm**

I will finish my turn tomorrow.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **TalonisWolf** on **October 02, 2013, 09:38:45 pm**

Quote from: Yuli Vlas on October 02, 2013, 03:34:07 pm

Quote from: Just Some Guy on October 02, 2013, 02:25:24 pm

Am I the only one here that was waiting for the Void God to die?

Uhm.

YES. Half of the *name* is MURDERED

Besides, he wasn't a true god- merely the transdimensional right-hand of the True God of the Void. Guess who that is. ;)

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **kefkakrazy** on **October 02, 2013, 10:02:50 pm**

Quote from: Just Some Guy on October 02, 2013, 02:25:24 pm

Am I the only one here that was waiting for the Void God to die?

He was the linchpin of our entire defensive strategy, a one-beard army who singlehandedly kept the fort from being overrun by the constant traffic of horrible things that roam outside the walls.

It was only a matter of time, is what I'm saying. This is Dwarf Fortress, something stupid was eventually going to kill him.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Vlas** on **October 03, 2013, 06:47:07 am**

I am playing again. Every few seconds I get the message that somebody suffocated. We are down to about fifty dwarves now. We had about a hundred when I started. And we might have a problem with our food suplies but I didn't take a closer look at it yet.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **peregarrett** on **October 03, 2013, 07:22:58 am**

It's a suffocation time!

Too bad that beast is killed. It could be the great addition to child care - warriors that do not need to breath, ain't that great?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Vlas** on **October 03, 2013, 07:41:18 am**

So I just realized that I wentcompletey insane with designating new areas to be dug out even though my turn is almost finished. Bedrooms, graveyards, everything has to be moved deeper, and deeper and deeper, closer to FUN!

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **kefkakrazy** on **October 03, 2013, 07:49:27 am**

Yuli, Yuli, Yuli, my friend, haven't you been paying attention?

In Murdermachines, FUN is *up*. We don't break open the clown car because it's epic; we break open the clown car because the pits of this world's deepest darkest hells are still more hospitable than the outside of our front gate.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Vlas** on **October 03, 2013, 08:05:57 am**

We are down to 40 dwarves now. And another voidspawn siege is upon us.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Vlas** on **October 03, 2013, 08:10:43 am**

Quote from: kefkakrazy on October 03, 2013, 07:49:27 am

Yuli, Yuli, Yuli, my friend, haven't you been paying attention?

In Murdermachines, FUN is *up*. We don't break open the clown car because it's epic; we break open the clown car because the pits of this world's deepest darkest hells are still more hospitable than the outside of our front gate.

But we still need the clowns for the *assrena*. Even though I am still not sure how's we are supposed to get the voidspawn down there. There's still that one passage that leads directly from the surface to it...

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **kefkakrazy** on **October 03, 2013, 12:23:39 pm**

I think that we came to the conclusion that a voidspawn/demon war had to be forced, before anyone worked out the logistics of making it happen.

At this point I'm pretty much in favor of baiting the demons up onto the surface and using them as an impromptu army, after suitably making the outer fort impregnable of course. A little hellfire and toxic demon blood would probably improve the ambience.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **peregarrett** on **October 03, 2013, 03:13:25 pm**

Quote from: kefkakrazy on October 03, 2013, 12:23:39 pm

I think that we came to the conclusion that a voidspawn/demon war had to be forced, before anyone worked out the logistics of making it happen.

At this point I'm pretty much in favor of baiting the demons up onto the surface and using them as an impromptu army, after suitably making the outer fort impregnable of course. A little hellfire and toxic demon blood would probably improve the ambience.

No. First we need to gather as many vessels as possible.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **October 03, 2013, 03:41:35 pm**

Well, the surface composes mostly of misery and horror, so I think we can get the demons in endless loop:
"Hey guys, this place looks awfully like hell, you sure we didn't take a wrong turn somewhere?"

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **kefkakrazy** on **October 03, 2013, 09:38:53 pm**

Quote from: peregarrett on October 03, 2013, 03:13:25 pm

Quote from: kefkakrazy on October 03, 2013, 12:23:39 pm

I think that we came to the conclusion that a voidspawn/demon war had to be forced, before anyone worked out the logistics of making it happen.

At this point I'm pretty much in favor of baiting the demons up onto the surface and using them as an impromptu army, after suitably making the outer fort impregnable of course. A little hellfire and toxic demon blood would probably improve the ambience.

No. First we need to gather as many vessels as possible.

That is going to be a problem, I think, considering that we tend so strongly to trend downwards.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **October 04, 2013, 06:49:45 am**

Dig out some shiny crap. Migrants love shiny crap.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **peregarrett** on **October 04, 2013, 07:12:05 am**

Quote from: SanDiego on October 04, 2013, 06:49:45 am

Dig out some shiny crap. Migrants love shiny crap.

Yes! Golden minecarts, please!

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Vlas** on **October 04, 2013, 07:26:09 am**

Quote from: SanDiego on October 04, 2013, 06:49:45 am

Dig out some shiny crap. Migrants love shiny crap.

So beatiful.

Quote from: peregarrett on October 04, 2013, 07:12:05 am

Yes! Golden minecarts, please!

Alright. I'll finish my turn and upload the save today. For real this time.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **kefkakrazy** on **October 04, 2013, 08:20:43 am**

I gave that beard a diamond, because I thought beards loved diamonds. She threw it away.

I gave that beard a gold minecart, because I thought beards loved gold minecarts. She pushed it into a lava pool.

So I unleashed the foulest legions of hell and gave that beard a bunker, because I thought beards loved not being torn to shreds by the kind of shit that makes your nightmares want to hide under the blankets with you.

She got torn to pieces ten paces away from it because she decided she wanted biscuits.

-A Dwarf Fortress Romance

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Vlas** on **October 04, 2013, 08:24:50 am**

~~Still a better love story than twilight.~~ Never read it, nor did I watch a movie.

I reassigned some jobs to make the best use of the remaining survivors. Most are either farmers or masons now, because 1. that's what we need so we don't get torn apart by the next forgotten beast and 2. they don't have any other useful skills anyway. My unfinished golden temple now serves as Anima's unfinished tomb. If somebody ever dares to open the gates to the surface ever again he'll get to lay in Kat Asdug, our artifact gypsum coffin, which adorns with spikes of voidspawn bone. And it's yellow and looks like it's made out of gold too.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Vlas** on **October 04, 2013, 08:39:45 am**

I also disabled the farms closer to the surface. We are down to 38 dwarves now.
37.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Vlas** on **October 04, 2013, 08:48:57 am**

Good news: All invaders either left or massacred themselves by now.

36.

Dwarves are throwing tantrums at each other.

I saw a kid having lunch at a table with a corpse on to of it.

35.

Ghosts are rising.

Winter is upon us. There was no dwarven caravan this year...

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Vlas** on **October 04, 2013, 09:01:15 am**

33.

32.

...

We have serious problems.

27.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Vlas** on **October 04, 2013, 09:14:44 am**

One of our spinners just started a mysterious construction.

| | |
|--------------------------|-----|
| granite | [B] |
| granite | TSK |
| granite | TSK |
| granite | TSK |
| granite | TSK |
| square cut fire opals | TSK |
| rough pink garnets | TSK |
| fungiwood logs | TSK |
| fungiwood logs | TSK |
| tower-cap logs | TSK |
| Lodrunbus Teshkadugzol's | TSK |
| scave spider silk cloth | TSK |

Lodrunbus Teshkadugzol's right lower arm bone [2]

This got to be interesting.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **kefkakrazy** on **October 04, 2013, 11:49:47 am**

Jesus, Yuli. I love you, man, you make everything exciting again.

Regarding Twilight: My wife talked me into going and seeing New Moon. Big mistake. Almost the entire movie was woodface-girl sitting and staring because her boyfriend left her. If I hocked a loogie into a petri dish and came back in a week, the resultant spread of single-celled organisms from my saliva via asexual reproduction would still be a better love story than Twilight.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Vlas** on **October 04, 2013, 12:43:56 pm**

Quote from: kefkakrazy on October 04, 2013, 11:49:47 am
Jesus, Yuli. I love you, man, you make everything exciting again.

Regarding Twilight: My wife talked me into going and seeing New Moon. Big mistake. Almost the entire movie was woodface-girl sitting and staring because her boyfriend left her. If I hocked a loogie into a petri dish and came back in a week, the resultant spread of single-celled organisms from my saliva via asexual reproduction would still be a better love story than Twilight.

You actually made me laugh. Thank you for that.

Alright, I checked our dwarves again, the only dorfs currently alive are Eoganachta, Squidman,, Fungin II, Urist McDead, Tryrar and mine. I redorfed myself as a fisherdwarf. The artifact turned out to be a crown, nothing of interest.

Oh, and migrants arrived. The surface looks clear...
let them in.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **October 04, 2013, 12:51:23 pm**

Quote from: Yuli Vlas on October 04, 2013, 12:43:56 pm
Oh, and migrants arrived. The surface looks clear...
let them in.

Yeah, there is NO WAY this can end in horrible slaughter.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Vlas** on **October 04, 2013, 12:57:22 pm**

~~Looks like 'migrants' means 'one tanner' nowadays.~~ Nah, more dudes keep showing up slowly.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Vlas** on **October 04, 2013, 01:08:03 pm**

People keep dying. We are at 22 now.
17.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Gentlefish** on **October 04, 2013, 01:54:26 pm**

I notice Anima hasn't posted since the void god died.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Vlas** on **October 04, 2013, 02:26:03 pm**

I am slightly worried because of that. Btw, this is how I imagine the live of the average dwarf in Murdermachines:
<http://www.youtube.com/watch?v=h02a2HSB58M>
Just, you know, replace some of the word with words like 'pain', 'hunger', and 'internal bleeding' and randomly throw in the phrase 'WHY IS THE RUM GONE?!'.

it is important to note that suddenly and against all probability a dwarf had been called into existence several miles below the surface of murdermachines. and since this is not a naturally tenable position for any living thing this short and sturdy creature had very little time to come to terms with it's identity...

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Just Some Guy** on **October 04, 2013, 02:31:58 pm**

...reclaim?

New fort very near the old one?

Delete the save and never speak of this ever again?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **TalonisWolf** on **October 04, 2013, 02:46:38 pm**

We're like the Ancient Egyptians, we always win even when we lose. (They censored all government documents this way, quite amusing. I think this is how dwarves governments keep citizens from anarchy.)

We shall never abandon! Merely pretend it's still populated!

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **peregarrett** on **October 04, 2013, 02:49:02 pm**

Quote from: Just Some Guy on October 04, 2013, 02:31:58 pm
...reclaim?
New fort very near the old one?
Delete the save and never speak of this ever again?

NO FUKKEN WAY!!!

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Urist Mc Dwarf** on **October 04, 2013, 02:51:37 pm**

Urist McDead is still alive? Wow.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **kefkakrazy** on **October 04, 2013, 05:25:17 pm**

What in God's name is KILLING them all? Is it a tantrum spiral? Forgotten beast actually actively loose?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Supermichael777** on **October 04, 2013, 08:35:39 pm**

actually those two lines of thought represent the new blissfully ignorant vessels and the void dweller's reincarnations." oh look, goblins, i wonder if they'll be friends with me?"
and, "OHH God, not again!"
lets sing the we're all screwed song and drown the world in lava like true dwarfs

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Vlas** on **October 05, 2013, 03:05:38 am**

Quote from: kefkakrazy on October 04, 2013, 05:25:17 pm
What in God's name is KILLING them all? Is it a tantrum spiral? Forgotten beast actually actively loose?

Remember the last forgotten beast? The one with the poisonous one? It never left the underground caves alive, but it somehow managed to poison almost every single dwarf in the entire fort. Those who didn't suffocate within the first few months got paralyzed and died of dehydration. We had a hundred dwarfs. A hundred. We are at seventeen now. This is just like the Ambassador-Incident, just without all the blood. Some dwarves are tantruming from time to time but we can survive this unless another forgotten beast shows up. I am still trying to secure the underground, but the dwarves are just to slow.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Vlas** on **October 05, 2013, 03:20:42 am**

Ok, we are at 14 now. I think I seriously messed up the fortresses infrastructure.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Vlas** on **October 05, 2013, 03:28:18 am**

A vile force of darkness has arrived. And the gates are still open. Shiiit. Pull the lever! Disenable all the jobs! For the love of Armok, we need idlers!

limestone Lever

Pull the Lever

A

I HAVE TO BELIEVE!

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Viasi** on **October 05, 2013, 03:44:47 am**

They actually did it. The closed the gtes right in front of the goblin siege. Only one got through. One. Send in the peasant squad.

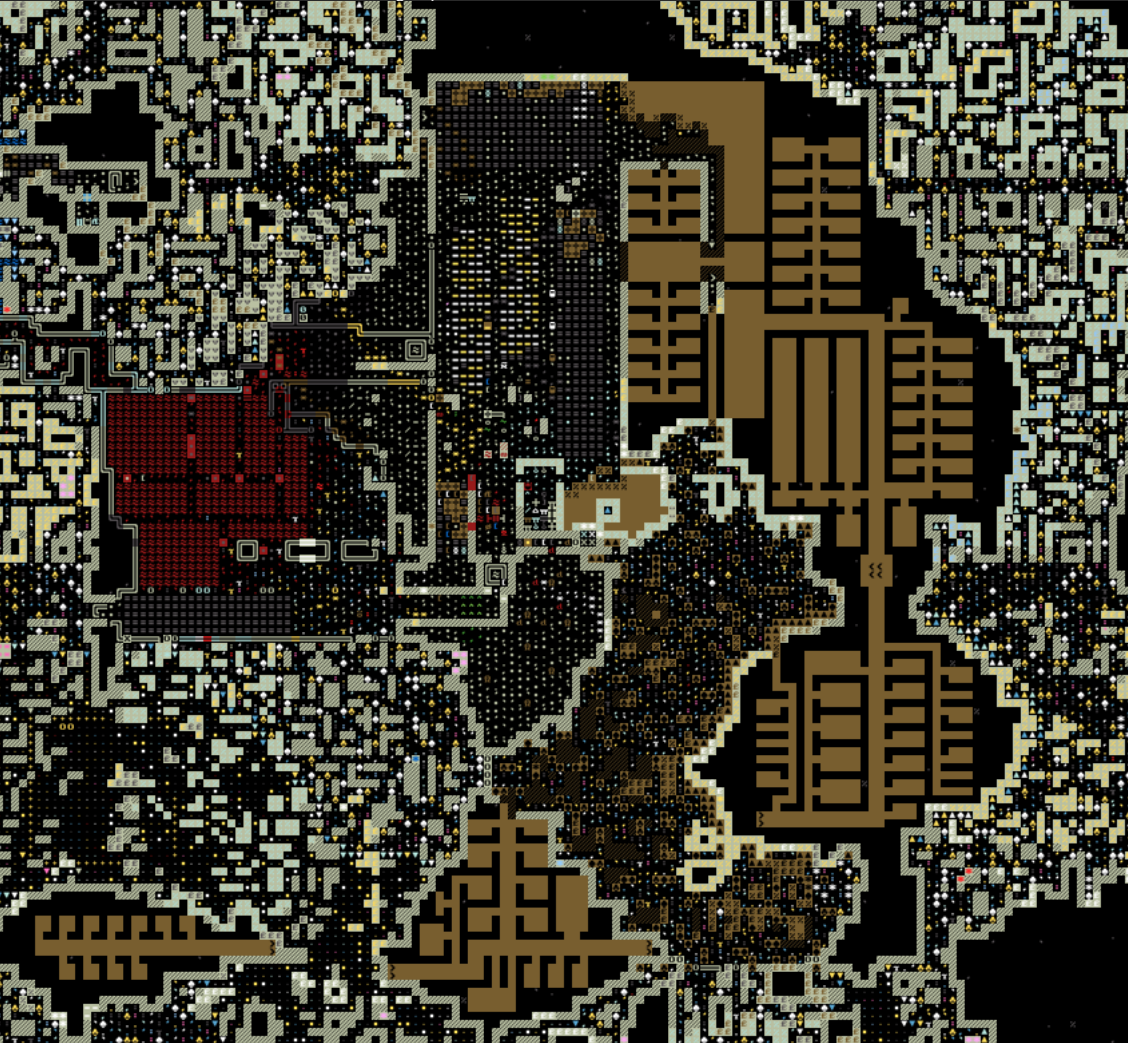
Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Viasi** on **October 05, 2013, 03:56:31 am**

9 dwarves.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Viasi** on **October 05, 2013, 04:21:30 am**

8 dwarves. Spring has arrived. My turn is over.
To the next overseer:
I fucked this place up. Completely. There are two goblin pikemen running around inside the fortress, I have no idea where they are. I think I saw one of them run into the caverns. You could try to wall the survivors in. Or you could succumb to invasion. If you do we should contact Anima first.

This is the abomination i tried to create during my turn:



Somewhere in there you'll find these levers:



The one on the top right retracts all bridges on that level and closes all entrances to the caverns. The one on the top left opens the floodgate in the farms. I don't remember if the others do anything.

Welcome to Murdermachines.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Viasi** on **October 05, 2013, 06:09:20 am**

<http://dffd.wimbli.com/file.php?id=8022>
Here's the save. It's peregarrett's turn now.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **kefkakrazy** on **October 05, 2013, 06:53:20 am**

What *is* it with you and Forgotten Beasts? Daaaaaaamn, son.

Thank Armok there aren't any kobolds this time.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **October 05, 2013, 07:07:31 am**

Maybe we could export Yuli: "Succession fortress too stable? Too boring? Just get our Yuli Viasi™!"

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **peregarrett** on **October 05, 2013, 07:19:55 am**

Great job, Yuli! That's a hard challenge to recover this place, and I feel excited about that.
Can't start just now, but surely will do soon.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Viasi** on **October 05, 2013, 08:32:25 am**

Dwarf Fortress, the game where totally fucking up everything gets you compliments. Thanks.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **TalonisWolf** on **October 05, 2013, 10:31:59 am**

...wut?
I leave for A DAY, and what happens? A massacre? No worse, a deadly, paralyzing syndrome wipes out 90 some dwarves.
If you EVER get another migrant, I'll die of LOL.
And bet 200000 urists they'll die within a in-game day ahead of time.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **October 05, 2013, 12:12:11 pm**

That's a sucker's bet, TalonisWolf.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **The Mad Fool** on **October 05, 2013, 12:24:08 pm**

Man...who's still alive? Is The Mad Fool still with us?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **peregarrett** on **October 05, 2013, 12:57:12 pm**

BTW, dibs on reclaim party if my turn turns out to be unrecoverable.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **tryrar** on **October 05, 2013, 02:18:38 pm**

given you were down to a peseant squad, I'm guessing I also suffocated?


Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Gentlefish** on **October 05, 2013, 03:24:18 pm**

Everyone dead.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **ArchAngel** on **October 05, 2013, 07:39:10 pm**

[Quote from: Pufferfish on October 05, 2013, 03:24:18 pm](#)
Everyone dead.
Anything new?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **peregarrett** on **October 06, 2013, 09:44:07 am**

[Quote from: ArchAngel on October 05, 2013, 07:39:10 pm](#)
[Quote from: Pufferfish on October 05, 2013, 03:24:18 pm](#)
Everyone dead.
Anything new?
Dorfed myself as the only farmer.
Dwarves keep dying slowly.

"Look, someone died just before he took a smack! I feel hungry too, by the way. Umm, looks tasty! Bon appetite, Minkerrow, and you, dead guy too..... WHA.....???"

Fingun the 2nd, mayor, mandated one short sword to be made. Not now, dude, really.


Found a few more poisoned egg roasts, served on the tables, next to piles of corpses. One table had 4 roasts served and TWENTY FOUR dead bodies next to the table! How the hell that happened?!

Found more egg roasts coates with extract. Funny, but that's all guinneahen egg roasts. What's wrong with those eggs here? Will never touch any egg food from now.
And keets have hatched. Fuck. Please. NO. MORE. EGGS!!!!

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **SanDiego** on **October 06, 2013, 10:03:57 am**

We braved wave upon wave of voidspawn, but we will be brought to knees by poisoned egg roasts.

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Yuli Vlasi** on **October 06, 2013, 11:05:01 am**

[Quote from: peregarrett on October 06, 2013, 09:44:07 am](#)

This explains fucking everything.

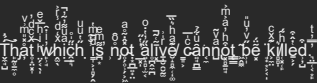
Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **peregarrett** on **October 06, 2013, 11:33:19 am**

[Quote from: Yuli Vlasi on October 06, 2013, 11:05:01 am](#)
This explains fucking everything.
Except how for the void sake did you manage to poison all those roasts?

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **Supermichael777** on **October 06, 2013, 12:55:04 pm**

gods forbid it gets on the socks
edit: dwarven investigative skills:"Urist McWatson "What did they die from?" Urist McHolmes "Elementary my dear Watson, this is clearly arson! ooh egg roast."
edit 2: i just relized our dwarfs have inadvertently turned into a 1980-1990s UFO cult

Title: **Re: Murdermachines - A Glorious Revival! (Deathgate II)**
Post by: **AnimaRytak** on **October 06, 2013, 04:14:18 pm**



The abyss cannot hold a God.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **SanDiego** on **October 06, 2013, 05:24:34 pm**

Aw, crap. He's back.

Let's hope he's on our side.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **GentlemanRaptor** on **October 06, 2013, 08:07:12 pm**

[Quote from: SanDiego on October 06, 2013, 05:24:34 pm](#)
Aw, crap. He's back.
Let's hope he's on our side.

Hope? We have no hope. All we have is blood. BLOOD FOR THE BLOOD GOD! SKULLS FOR THE SKULL THRONE!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **October 06, 2013, 08:27:07 pm**

I lost a legendary succession game to kobolds.

Yuli, not content with being one-upped, has decided to lost the fort to eggs.

Godspeed, sir.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Wafflelordling** on **October 06, 2013, 09:37:17 pm**

[Quote from: kefkakrazy on October 06, 2013, 08:27:07 pm](#)
I lost a legendary succession game to kobolds.

Yuli, not content with being one-upped, has decided to lost the fort to eggs.

Godspeed, sir.
This is a most fitting depiction of this forum

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **peregarrett** on **October 07, 2013, 02:58:44 am**

We haven't lost yet! At least, before Void God raises as a ghost, probably violent or deadly one. So, I request things that 6 dwarves (of those one is injured) can do to survive.
Thing that come to mind:
- Dig and barricade somewhere in the shelter with tested supplies (no mor eggs allowed!) and spend time mastering weapon skills. When we're ready, we'll face the goblin horde and show them what a dwarves made of!
- Forget about outside, carve coffins, bury deads.
- Throw all our animals outside, let the gobbos play.
- Throw voidspawn captives outside, tlet THEM play with gobbos.

The Troll-Ye-Coaster is not available at this time :(
Also, I found a lone goblin spearman who's made inside. He wanders up at the walls, probably deep terrified by what he've seen here and gathers his courage to jump down, back to his brothers.

EDIT: Can someone help me with dfhack script for changing ghost's behavior? Change it from forlorn haunt to violent ghost and such.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **The Mad Fool** on **October 07, 2013, 10:27:52 am**

Who are the six survivors?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **peregarrett** on **October 07, 2013, 03:17:01 pm**

Quote from: The Mad Fool on October 07, 2013, 10:27:52 am
Who are the six survivors?



Minkerrow is almost dead, and I fear Olon won't get her help. Her hand is broken and cut open... Oh, wait, she's up and walking! Hooray! But wait... She took a guineahen egg roast! Shit, NOOOOOOOO!!!!!!

Fuck. Olom cancels eat: Paralyzed. She lies on the rock throne and spends her last minutes on being On Break.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Supermichael777** on **October 07, 2013, 03:53:52 pm**

FOR TEH LOVE OF ARMOK BAN THE TAINTED FOOD

The delicious egg roast must be destroyed before we all perish
it is only fit for thieving kobolds.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **peregarrett** on **October 07, 2013, 04:01:41 pm**

Quote from: Supermichael777 on October 07, 2013, 03:53:52 pm
FOR TEH LOVE OF ARMOK BAN THE TAINTED FOOD

The delicious egg roast must be destroyed before we all perish
it is only fit for thieving kobolds.

I think I found every poisoned piece and forbade it.
Nothing happens here. We carve coffins, we arm with masterwork steel equipment and do stuff.
Lone goblin ocasionalyy scares us from the height, but it's harmless otherwise.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Urist Mc Dwarf** on **October 07, 2013, 04:03:47 pm**

I'd like to be re-dorfed as Urist McDead, as the dwarf who is most likely to survive for a long time.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **peregarrett** on **October 07, 2013, 04:07:41 pm**

Quote from: Urist Mc Dwarf on October 07, 2013, 04:03:47 pm

I'd like to be re-dorfed as Urist McDead, as the dwarf who is most likely to survive for a long time.

:o
::)

I guess that's our militia commander. He saw that goblin twice and ran away unharmed both times.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Supermichael777** on **October 08, 2013, 04:44:58 am**

the inevitable spiral of doom when the next starving overseer unbans all the food that somebody baned for mysterious resons
IT MUST BE DESTROYED

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **peregarrett** on **October 08, 2013, 12:25:41 pm**

17th Felsite
Looks like gobbos have lifted the siege off. The lone goblin pikeman looks worried.
And here comes elven caravan. Fuck you, assholes, I'm not opening the gate to anyone but migrants.

Oh crap. We have a sadistic ghost who've scared to death a turkey.
And the lone goblin pikeman killed a few animals with his pike.

And here comes summer.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **October 09, 2013, 10:05:06 am**

Quote
We have a sadistic ghost who've scared to death a turkey.

Well, I can't really blame him, considering that most of the fort has encountered death by bad eggs.

I'd say that the Void God is liable to raise and start slaughtering our entire military out of revenge for abandoning him, but the FB beat him to it.

We should come up with a snappy name for that thing, by the way. Gecko with oval-shaped overlapping scales...

EGGPLATE?

EGGBOSS?

EGGSCALES?

I like EGGBOSS myself.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **The Mad Fool** on **October 09, 2013, 10:14:53 am**

EGGUANA
Coleonyx variEGGatus, the blood-soaked EGGCKO

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **October 09, 2013, 12:34:55 pm**

Quote from: The Mad Fool on October 09, 2013, 10:14:53 am
EGGUANA
Coleonyx variEGGatus, the blood-soaked EGGCKO

God damnit I feel bad for missing that one. You win.

Fortress death 1 was due to AMBASSADOR.
Fortress almost-death 2 was due to EGGUANA.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **October 09, 2013, 01:03:44 pm**

EGGUANA THE EGGSTERMINATOR

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Supermichael777** on **October 09, 2013, 02:13:14 pm**

le'go my EGGo
lets put an end to this before the pun gos EGGstinct

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Urist Mc Dwarf** on **October 09, 2013, 03:38:45 pm**

Whin an EGGo, that EGGuana.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **SanDiego** on **October 09, 2013, 05:04:32 pm**

Cogito, EGGo sum?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Just Some Guy** on **October 09, 2013, 05:12:27 pm**

Well, that's that.

Good night, foul prince, and plagues of hellspawn screech thee to thy rest.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Supermichael777** on **October 09, 2013, 11:58:25 pm**

how dead is the fort on a scale of i'm not yet dead to annihilated from existence.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **October 10, 2013, 04:50:03 am**

6ish survivors and an indeterminate amount of the fort tainted by supertoxic gecko crap.

Basically, Dwarf Fortress-level screwed. I'm not even sure if a reclaim is possible; does anyone know if messes like FB gunk stick around or are dropped when the site is retired? If a reclaim would clean it then maybe we can move on.

At least the next reclaim won't spawn into the middle of World War II.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **The Mad Fool** on **October 10, 2013, 10:22:39 am**

FB gunk sticks around. It's the reason why Battlefailed was so difficult to reclaim. However, reclaiming/salvaging the fortress is not *impossible*. Battlefailed was later successfully reclaimed here: <http://www.bay12forums.com/smf/index.php?topic=76193.0>

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **peregarrett** on **October 11, 2013, 12:59:04 am**

We're dancing on a thin edge between catastrophe and salvation.
Fungin ended his mandate and proclaimed me guilty for failing it. I should be jailed for 101 day, but there's no guards here, asshole!

And later he demanded he wants a bismuth bronze bed in his office. I just have no words. Also he banned the export of swords.

And we have another forgotten beast from depth. It's one-eyes lacewing with round shell and it shoots webs. I think we're safe from it for now, since we locked every hole... oh shit! There's another passage from cave fishery works! block it now!

Fine. And that crazy goblin is locked at corpse stockpile. Forget about him. Our primary task is to make coffins and bury deads.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **October 11, 2013, 06:28:34 am**

WE MUST CAPTURE WEBWING.

What kind of web does a FB even leave behind?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **peregarrett** on **October 11, 2013, 07:14:57 am**

[Quote from: kefkakrazy on October 11, 2013, 06:28:34 am](#)

WE MUST CAPTURE WEBWING.

What kind of web does a FB even leave behind?

Sure thing, but not now.

I have an idea to capture it and leave it guarding the VoidGod's tomb. But we need more hands - mostly a miner to dig out the capture thing, a mechanic to operate it, and a few more builders to finish the tomb.

It leaves "forgotten beast silk" stuff. I think we should combine it with silk farm.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **SanDiego** on **October 11, 2013, 09:58:02 am**

Silk farm in a succession game? Oh man, the memories...

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **October 11, 2013, 10:53:54 am**

[Quote from: SanDiego on October 11, 2013, 09:58:02 am](#)

Silk farm in a succession game? Oh man, the memories...

Are they the kind of memories where the critters get out and everything dies because three turns down the line nobody remembers how to control it?

I'm curious how valuable WEBWING silk would be. Better or worse than GCS?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **SanDiego** on **October 11, 2013, 11:11:02 am**

[Quote from: kefkakrazy on October 11, 2013, 10:53:54 am](#)

[Quote from: SanDiego on October 11, 2013, 09:58:02 am](#)

Silk farm in a succession game? Oh man, the memories...

Are they the kind of memories where the critters get out and everything dies because three turns down the line nobody remembers how to control it?

The kind of memories where half of the fortress population ended up caged and hauled to the stockpile.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **peregarrett** on **October 13, 2013, 10:11:01 am**

A few words on how the things going.

Human merchants came to trade. We didn't open the gate, but voidspawn ambush met them instead. Caravan guards fought back, but fell, and voidspawn killed all the rest. Unfortunately their poison doesn't affect humans and horses, I am so disappointed.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Vlasi** on **October 13, 2013, 11:42:15 am**

[Quote from: peregarrett on October 13, 2013, 10:11:01 am](#)

A few words on how the things going.

Human merchants came to trade. We didn't open the gate, but voidspawn ambush met them instead. Caravan guards fought back, but fell, and voidspawn killed all the rest. Unfortunately their poison doesn't affect humans and horses, I am so disappointed.

The closest thing we have to what some call 'allies' gets slaughtered in front of our gates. Unfortunately they don't transform into mindless beasts, trying to kill us.
Today is a sad day.

...

Fucking Dwarf Fortress everybody.

**starts clapping*

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Lolfail0009** on **October 13, 2013, 05:00:56 pm**

[Quote from: Yuli Vlasi on October 13, 2013, 11:42:15 am](#)

Unfortunately they don't transform into mindless beasts, trying to kill us.
Today is a sad day.

...

Fucking Dwarf Fortress everybody.

**starts clapping*

This. OP. Now.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **The Mad Fool** on **October 13, 2013, 06:18:19 pm**

[Quote from: Yuli Vlasi on October 13, 2013, 11:42:15 am](#)

The closest thing we have to what some call 'allies' gets slaughtered in front of our gates. Unfortunately they don't transform into mindless beasts, trying to kill us.
Today is a sad day.

So, so sigged.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **October 13, 2013, 10:40:17 pm**

[Quote from: peregarrett on October 13, 2013, 10:11:01 am](#)

Unfortunately their poison doesn't affect humans and horses, I am so disappointed.

Are you sure? I thought I've seen lots of weird stuff get enthralled.

Did it actually give some kind of message, or did they just poison but not get a thrall? Because if that's the case they probably killed the thing before the poison kicked in, it's delayed.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **peregarrett** on **October 14, 2013, 03:06:38 am**

[Quote from: kefkakrazy on October 13, 2013, 10:40:17 pm](#)

[Quote from: peregarrett on October 13, 2013, 10:11:01 am](#)

Unfortunately their poison doesn't affect humans and horses, I am so disappointed.

Are you sure? I thought I've seen lots of weird stuff get enthralled.

Did it actually give some kind of message, or did they just poison but not get a thrall? Because if that's the case they probably killed the thing before the poison kicked in, it's delayed.

There were combat log records about abyssal taint injected into horse's blood and then they pursued that horse all over the map. I think there passed enough time for the transformation to take effect.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **October 14, 2013, 08:46:42 am**

I want to say I saw someone successfully enthrall a yak or something to that effect at one point. I did have a caravan get eaten by voidspawn during my turn and there were a couple of enthrallings that went on.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **AnimaRytak** on **October 14, 2013, 06:52:20 pm**

Thrallification is not species specific.
It is, however, semi-resistible and has a delayed onset.

You have been warned.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **TalonisWolf** on **October 14, 2013, 07:09:12 pm**

...Wow.

:o
???
:D

This...is beautiful and enthralling.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **gunpowderteas** on **October 15, 2013, 01:17:58 am**

Quote from: kefkakrazy on October 14, 2013, 08:46:42 am
I want to say I saw someone successfully enthrall a yak or something to that effect at one point.
It's not like I tried (but wouldn't that be cool?)

I demand SCIENCE!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **October 15, 2013, 09:42:43 pm**

ChaosMaker here, would like to be dwarded, read murdermachines up till 116...and rereading original deathgate!

Dwarf:ChaosMaker
Occupation:weapon and armour smith
Preference:male please! also can be used as a millitary dwarf if needed...

ive been crackling at pretty much for for entire story of deathgate 1 and 2...you guys have !FUN! no matter what session is going on...

Need to...MaKe WeApOnS oF MaSS DeSTruCTioN

Spoiler (click to show/hide)
was the dwarf who made FIRE the demon corpse weapon made of flame dwarfed? cant remember....also are we breaching hell again?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **gunpowderteas** on **October 16, 2013, 02:23:19 am**

Quote from: ChaosMaker on October 15, 2013, 09:42:43 pm
ChaosMaker here, would like to be dwarded, read murdermachines up till 116...and rereading original deathgate!

Dwarf:ChaosMaker
Occupation:weapon and armour smith
Preference:male please! also can be used as a millitary dwarf if needed...

Please use the Dorfinator (link in OP), these requests regularly get lost in the threads...

Oh, and welcome, here, have a !Large Kea Egg Roast! with some Forgotten Beast extract on the side...

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Vlas** on **October 16, 2013, 07:05:56 am**

Quote from: gunpowderteas on October 16, 2013, 02:23:19 am
Quote from: ChaosMaker on October 15, 2013, 09:42:43 pm
ChaosMaker here, would like to be dwarded, read murdermachines up till 116...and rereading original deathgate!

Dwarf:ChaosMaker
Occupation:weapon and armour smith
Preference:male please! also can be used as a millitary dwarf if needed...

Please use the Dorfinator (link in OP), these requests regularly get lost in the threads...

Oh, and welcome, here, have a !Large Kea Egg Roast! with some Forgotten Beast extract on the side...

They'll make you want to stay. Forever.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **October 16, 2013, 09:47:24 am**

ExCellEnT!!!

well i can safely say now im a dwarf in deathgae now...definetly looking to see how this plays out! *hopefully the fortress doesnt fall to kolbolds again...otherwise its worthy of a facepalm*

Still if we do fall, lets do it in dorf style...Dig out the candy and unleash the demon hordes from hell into the clutches of the voidspawn! itll be a heck of a ride...or they might actually run from us...because we all know what happened the last time we breached hell...they might even run away from us because we dug on by to say hello!

Random Dorf: MINE THE CANDY!
mines the Adamantium
Random D-Dorf:Hello demons!
Demons:*craps their hides*

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **TalonisWolf** on **October 16, 2013, 04:54:07 pm**

Quote from: TalonisWolf on October 14, 2013, 07:09:12 pm
...Wow.

:o
???
:D

This...is beautiful and enthralling.

My pun wasn't that bad! :-\

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Shininglight** on **October 16, 2013, 05:50:12 pm**

Quote from: TalonisWolf on October 16, 2013, 04:54:07 pm
Quote from: TalonisWolf on October 14, 2013, 07:09:12 pm
...Wow.

:o
???
:D

This...is beautiful and enthralling.

My pun wasn't that bad! :-\

I found it an Eggciting observation on this situation.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **October 16, 2013, 08:54:26 pm**

Join Murdermachines, home to the deathbuger and the killer egg-sandwich, yOu WiLL NeVeR WanT To EaT AnyWHeRe EiSe AgAiN!

excuse the madness...needing daily dose of dwarf fortress to bleed it out.

On side note looking forward to seeing how we either die horribly or survive the death blow of FB-goo covered eggs...will be getting dwarf fortress during thanksgiving so i can have..."Practice"...side note:dont let my dwarf be freinds with the mad doctor we have running around...who knows what ~~Endless amounts of torment and chaos they will unleash if they work together?~~ !Fun! ideas that could come to be... also yes posted again...looking so much forward to the crap thats going down....common and load up the next episode of DORF (Dwarves Orderlessly Rectifying Fun) Deathgate the 2nd

Note:this is just the preveiw of what crap were going to get into once we finally get used to having voidspawn show up on the fortresses doorstep.

~~Please ignore the carvings of strapping dwarves into full plated adamantium armour with prosopetic limbs made similarly use of the Old BATTERY for use as limb moving instruments...and of course replacing hands with axe's, hammers, crossbows, and of course blades...and the fact their all screaming in horrendous pain from the procedure...~~

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **October 16, 2013, 10:33:44 pm**

Pretty sure Mad Fool II died, possibly of egg-itis, if there ever was a MFII.

Mad Fool I was still an unstoppable badass.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **October 17, 2013, 12:29:31 am**

Let us all take a moment to Remeber all the badass named dwarves of the void...the vessels serve their purpose to simple be bodies for us to inhabit so their little consequence...at least untill we start running out of vessels...then we just get more or invade a new fort area.

Anyway lets take a moment....

.....

.....

Moment over, lets all laugh at our deaths that shall soon to be...besides dieing from a egg-surprise menu...seriously i think we should reconsider eating FB's....at least make sure the ones we butcher dont contain poisonous ingredients...or are poisonous...because thats just a terrible way to die next to dying of old age in dwarf fortress...

At least the surviving dwarves dont have to worry about the Mad Fool teaming up with the ChaosMaker and well..leave it to your imaginations....its a very dwarfy thing to do...only instead of just the pain burrow...make it EVEN worse...by adding turkeys everywhere...and possibly if its ever added stichign dwarves into adamantium armour...semi permanently at least....
heheheheheheHEHEHEHEHEHEhehehehee

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **gunpowderte** on **October 17, 2013, 01:31:44 am**

Quote from: ChaosMaker on October 17, 2013, 12:29:31 am

At least the surviving dwarves dont have to worry about the Mad Fool teaming up with the ChaosMaker and well..leave it to your imaginations....its a very dwarfy thing to do...only instead of just the pain burrow...make it EVEN worse...by adding turkeys everywhere...and possibly if its ever added stichign dwarves into adamantium armour...semi permanently at least....
heheheheheheHEHEHEHEHEHEhehehehee

Hm. We'll have to dig out another office for our dear and esteemed colleague close to the kindergarten.
Oh, and we can sort of stitch the adamantium into the dorfs, I think that is a good start.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **October 17, 2013, 09:03:55 am**

Quote from: ChaosMaker on October 17, 2013, 12:29:31 am

Moment over, lets all laugh at our deaths that shall soon to be...besides dieing from a egg-surprise menu...seriously i think we should reconsider eating FB's....at least make sure the ones we butcher dont contain poisonous ingredients...or are poisonous...because thats just a terrible way to die next to dying of old age in dwarf fortress...

The FB wasn't butchered. A lot of EGGUANA "extract" got liberated from his body when the military killed him and somehow it got tracked to the pantry; probably some military idiot who didn't die took a coating of goo to the pantry and smeared it on the food before he croaked. The egg roasts are perfectly fine aside from the coating of extremely deadly paralytic contact poisons.

Quote

At least the surviving dwarves dont have to worry about the Mad Fool teaming up with the ChaosMaker and well..leave it to your imaginations....its a very dwarfy thing to do...only instead of just the pain burrow...make it EVEN worse...by adding turkeys everywhere...and possibly if its ever added stichign dwarves into adamantium armour...semi permanently at least....
heheheheheheHEHEHEHEHEHEhehehehee

Turkeys? No. The official mascots of Deathgate are ducks and deer innards. (Not deer, mind; just the squishy bits you find inside.)

Which reminds me: We really need a DUCKOTRON capable of deploying ducks out onto the field...

oh...

God...

We REALLY need to do this, if only because we could absolutely fill the surrounding countryside with roving thralls and REALLY discourage goblin traffic.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **October 17, 2013, 10:09:04 am**

Dear Void....what have it done?

Its glorious!!! we reallyu need the ducktron....and then to unleash hell upon the world!!! in the form of raining ducks! and also hell itself should be invaded by the ducktron. we really never deployed it in Deathgate.

meh im thinking we need some kind of shower system for the dwarves when they go underground or something...because at this rate were going to be killed by the extract before we even get to hell! (anyone thinking we should either go back a few months to avoid the extract death sequence? because dieing that way isnt dorfy!...at least in my chaotic veiw of how dwarves should die!)

Good luck to the guy thats playing right now...your going to need it!!!

Note:it would really suck if the fort falls to FB extract right now...we survived voidspawn, goblins, breached hell, got slaughtered by kolbolds,built the battery, unleashed the ducktron and created Darkwing the netherfowl....or did we? Is it possible the Mad Fool was "Experimenting" while we werent paying attention on ducks?

....you guys really shouldnt let chaosmaker and the madfool be together in the same vicinity...otherwise we might turn the dwarven fortress into a stiched adamantium Kindergarden tramatized badasses that think the worse dangerroom is a playpen!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **peregarrett** on **October 17, 2013, 02:46:44 pm**

The autumn is over, and things are getting dim here.
We lost the only guy who knew how to handle a pick. I guess it's a ghost who killed him - we have a number of angry ghosts here. We're making slabs, but since no one knows masonry well it's a slow job.
Ghosts are popping out faster than we're putting them to rest - thanks to deads that are outside.
Speaking of them, there were dwarven caravan and a liaison. And there were voidspawn ambush. I think I saw a yak of merchants who transformed into thrall and ran away somewhere.

No sign of migrants.

Peregarrett, one of five Murdermachines dwellers.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **October 17, 2013, 11:06:41 pm**

Welp guys....we have been done in by the dead and the FB extract...shame...we almost have Almost no way of surviving this fort (grimices) at least well be fighting to the bitter end!

definetly going to check out deathgate 3...hopefully its more !FUN! packed then before...will the voidspawn and the undead for a ELE-GOB-boatmurdered alliance? they do hate all life...and thank goodness they cant undead...or VoidGate would be Slaughtered relentlessly....

im thinking as soon as we get to the place (depending on whats going on) we either tunnel into the moutains and dont look back or we tunnel underground as deep as we can go for dirt area for our crops and STAY the hell down there...if we ever expand ensure theres a roof over the dwarves heads so they dont get sick from seeing the sky and fear of falling upwards...*dragonage pun...that part of it is hilarious...*

hmmmmmm

makes me start thinking...

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **October 17, 2013, 11:14:28 pm**

We may reclaim. It would theoretically be easier to do this time, even without the Void God; we *probably* won't be reclaiming into the middle of WWIII, at the very least.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **peregarrett** on **October 18, 2013, 12:00:45 am**

Quote from: kefkakrazy on October 17, 2013, 11:14:28 pm

We may reclaim. It would theoretically be easier to do this time, even without the Void God; we *probably* won't be reclaiming into the middle of WWIII, at the very least.

Or I can use Putnam's script that summons migrants.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **October 18, 2013, 12:10:55 am**

hmmm that might be a good idea...better let Anima do the reclaim...he tends to make things ALLOT easier for us on the long run...its just we need allot of crap to reclaim on the surface...maybe when we do the return we could desinate sacrifices who will go out and haul the stuff inside...and monitor them very carefully with a full squad of millitary dwarves on the surface on the ramparts ready to take potshots at the voidspawn if they start appearing.

Note on reclaim:floor off the top of our walled structure...flying things could just go over our walls...if we add another level we can also floor that and add fortifications to it...every one or two spaces so that way our dwarves can have a clear firing line at those pesky voidpsawn when they invade!!! they dont have bowmen do they? ALso with all the goblins running around we could make a firing line for our ballistas...and failing that with out walled off strucutre we could pump lava into certain parts of the hallways and burn the miscrenets to bits...and voidspawn if were careful enough.

Also another note i thought of why not make a ditch around the fort and fill it with water? or at least pump magma and leave a spot for a drawbridge...would certainly keep out unwanted visitors on the top. in otherwords when will we start getting platinum for currency? (maybe when before we breach hell?) because i hate having to trade socks for a doomburger every time i get in line at the meeting room....sure its a great commodity for our fort but we cant trade socks with the outside world!! the exchange value of a sock sucks during these times with all the voidspawn running loose! Damn ruins the encomany that it does! Cant get MaTERIALS tO WoRK WiTh!!!

Good luck with the fort guys! hopefully i can get out of the damn void soon...feel like ~~HE'S~~ someone is watching me.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **peregarrett** on **October 18, 2013, 12:49:50 am**

Peregarrett is dead too. I think this time we fall to murgerous ghosts.

What about Deathgate III somewhere far away?

And here we have a humanoid composed of charcoal with deadly spittle.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **October 18, 2013, 07:09:03 am**

Quote from: peregarrett on October 18, 2013, 12:49:50 am
Peregarrett is dead too. I think this time we fall to murgerous ghosts.
What about Deathgate III somewhere far away?
And here we have a humanoid composed of charcoal with deadly spittle.
It's fine, I sealed of the ca-
...
No I didn't. :P
Did you?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **peregarrett** on **October 18, 2013, 07:15:25 am**

Quote from: Yuli Viasi on October 18, 2013, 07:09:03 am
It's fine, I sealed of the ca-
...
No I didn't. :P
Did you?
Yes, I did. But you can't seal from the ghost, and now we have about 10 of them. Two or three of which are violent ones.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **gunpowdertea** on **October 18, 2013, 09:56:54 am**

Oh my...
brought down by food poisoning - so far this had not happened to me...

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **October 18, 2013, 10:09:29 am**

Amusing and chaotic....shame weve been brought low by foodpoisoning and our dead. thats a new one for deathgate...hopefully we get migrants, at least +10 of them to keep the fortress intact...otherwise guys i think we need to do a reclaim...because this place is a deathtrap for our dwarves so far thanks to the constant voidspawn raids...im thinking at least 2-3 overseers either need to keep the gates closed at all costs, or take my suggestion and make a 2nd level over our fort and use it for our marksmen to shoot the hell out of the voidspawn, theyll become elite marksdwarves in no time! that and we need to find a way to get all those goblins into a pit and then prepare to invade hell like the last time, by dumping the thralls and goblins one at a time against the clown rush, *frist thralls, then goblins* along with a large amount of spikes/disc traps and ballista/marksdwarves that had practice against the voidspawn horde...hey voidspawn heal ridiculously fast....so we might as well use them as target practice while were held up in the fort!

Or we can pray to Anima for use of a nova/cleansing fire of the void to wipe the enemies from the map to let migrants in as a one time deal only thing...because lets face it, allot of adamantium supplies are on the surface...and we just cant seem to get to them due to the constant attacks of voidspawn (while fun also proves annoying when overseers try to reclaim our precious stuff in preperation for a second colonization of hell!) and besides, some overseers now have exp in attacking and claiming hell! all we need to do is insure that we use the kindergarden and the voidspawn tagret practice range and the demons will learn to think twice about attacking our fort! plus the mad-fool could revive Darkwing the netherfoul! or make a second incarnation...

lets hope he doesnt make a paindeer again...

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **October 18, 2013, 10:11:19 am**

sorry for second post but thought you guys wanted to know that hall of legends is now more veiwed then murdermachines....so now were in second place again.
Just thought you guys wanted to know :).

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **peregarrett** on **October 18, 2013, 11:26:48 am**

So, we now have these choices:
- Go on as it is trying to survive with 4 last dwarves.
- Summon migrants with dfhack and let them in... if they survive.
- Abandon and reclaim.
- Abandon and build somewhere else.

What should we do?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **The Mad Fool** on **October 18, 2013, 12:03:56 pm**

I'm in favor of us trying to survive with the last four, since we can always do the three and four later and summoning migrants isn't !!FUN!!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **GentlemanRaptor** on **October 18, 2013, 12:18:04 pm**

Quote from: The Mad Fool on October 18, 2013, 12:03:56 pm
I'm in favor of us trying to survive with the last four, since we can always do the three and four later and summoning migrants isn't !!FUN!!
Yeah. Keep it going as long as possible, and then do another reclaim if/when they all die.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **October 18, 2013, 01:29:37 pm**

Quote from: ChaosMaker on October 18, 2013, 10:11:19 am
sorry for second post but thought you guys wanted to know that hall of legends is now more veiwed then murdermachines....so now were in second place again.
Just thought you guys wanted to know :).

Hall of Legends isn't a fort, it's a compilation of the most legendary forts. Of course it's in first for views.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **October 18, 2013, 01:56:50 pm**

Quote from: kefkakrazy on October 18, 2013, 01:29:37 pm
Quote from: ChaosMaker on October 18, 2013, 10:11:19 am
sorry for second post but thought you guys wanted to know that hall of legends is now more veiwed then murdermachines....so now were in second place again.
Just thought you guys wanted to know :).

Hall of Legends isn't a fort, it's a compilation of the most legendary forts. Of course it's in first for views.
And we are FAR away from being second. I checked the board and saw at least 3 threads with more view.

Quote from: peregarrett on October 18, 2013, 11:26:48 am
So, we now have these choices:
- Go on as it is trying to survive with 4 last dwarves.
- Summon migrants with dfhack and let them in... if they survive.
- Abandon and reclaim.
- Abandon and build somewhere else.

What should we do?
As sorry as I am for you (watching 4 dwarves die slowly is probably alot less entertaining than watching a hundred die slowly), I'd stick to trying to survive as long as possible, even if there are now chances of survival. Not sure if we should build somewhere else. Let Anima decide when the time comes.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **peregarrett** on **October 18, 2013, 01:57:38 pm**

Well, I think that 20 or 30 migrants trying to reach the gates through voidspawn hordes ARE fun, but ok. I guess I survive till end of my turn...

It's 16th Obsidian and we have gobbo siege here.

Ok, my turn is over. Last 4 dwarves are trying to make enough slabs and coffins. Everyone has masonry and engraving labors enabled, and stone/furniture/corpse hauling.
Caverns are sealed, so no danger from beasts. Maybe best choice if to abandon and reclaim - if we release captured voidspawn beforehand, we'll get random fight between them and 'friendly' gobbos

Save uploaded to <http://dfdd.wimbli.com/file.php?id=8052>

And

As you value your life or your reason keep away from egg roasts

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **October 18, 2013, 03:02:33 pm**

Quote from: peregarrett on October 18, 2013, 01:57:38 pm
As you value your life or your reason keep away from egg roasts
Oh look, egg roasts!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **SanDiego** on **October 18, 2013, 05:10:08 pm**

Mmm, what gives it that piquant flavour?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Gentlefish** on **October 18, 2013, 05:33:18 pm**

I think is the - gack!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **GentlemanRaptor** on **October 18, 2013, 08:51:12 pm**

Man, another paralyzed corpse. Hey, look, he's got an egg roast! Mmm, tasty. I wonder if-gack!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **The Mad Fool** on **October 18, 2013, 09:28:30 pm**

I would not like them spread on toast.
I would not like them in a roast.
I would not like them here or there.
I would not like them anywhere.
I will not give those eggs a try
'cuz if I do then I will die.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **October 18, 2013, 09:50:23 pm**

Quote from: The Mad Fool on October 18, 2013, 09:28:30 pm

I would not like them spread on toast.
I would not like them in a roast.
I would not like them here or there.
I would not like them anywhere.
I will not give those eggs a try
'cuz if I do then I will die.

I hear ya Fool....-oh look an egg roast *crunch*
GA-

(add another 3 more grave stones Pere...we lost several new guys! then again a migrant mass running for their lives agains voidspawn trying to tear them a new one and goblins attacking and all sorts of crap....i give at least 1/6 of them a chance of survival...so at least 5 more into the fort! and if we can keep it up with a few more we can have all the named dwarves running around again!!! and then we can have the fun begin again in earnest!!! hopefully i actually manage to practice DW during thanksgiving so i can take a try over decem 19th to jan 5...only time i would be available for a com DW...at least untill around may or june...)

Good luck with ~~STALKING~~ watching the four surviving dwarves...wonder if we can make a storage room for the egg roast and move it all there...as well as the contaminated food...HEY WAIT!!! can we use the contaminated food as a weapon against the voidspawn!?!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Sentor** on **October 19, 2013, 12:06:24 am**

...holy hell. I read through Deathgate and Murdermachines in four bloodsoaked sittings over the past few days and had some crazy, crazy dreams.

Dorf me once the population gets back up. This madness is too legendary not to be a part of.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **The Mad Fool** on **October 19, 2013, 12:28:46 am**

Quote from: Sentor on October 19, 2013, 12:06:24 am

Dorf me once the population gets back up. This madness is too legendary not to be a part of.

Ditto. Also, someone should probably update the Dorfinator ^_^"

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **October 19, 2013, 12:36:00 am**

Welcome to deathgate home of the doombuger...with each new dorf added to our epic fortress we shall one day surpass all other fortresses and one day create a fortress so dwarfy we will get bored trying to kill it off with all 5 of the epic ways to die in DF...if we manage to survive all 5 i suggest we add our fort to the fact its pretty much immortal and should be a permament homeland of the most badass dwarves in existance....as well as a back-up base if we ever get the chance to invade golbin fortressess...why can they attack us and we cant attack them directly? should make some fun getting back our spoils of war or get the chance to Enslave hire goblins as cheap labor...mostly for hauling shit around.

we might even become a dwarf fortress version of the roman empire...except we will last till the end of the wotrlD again when the age of twilight happens upon us again and were tossed back into the void for awhile untill we find another damn world to conquer...

the legacy of the body snatcher void wraiths shall never die!!! (the long string of dead fortresses covered in dwarf carcasses of epic fail/win would leave a reminder whos the best damn fortressers around!!!)

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Gentlefish** on **October 19, 2013, 03:34:46 am**

I can count at least a few ways we've lost this fort. A couple while still managing to keep the fort running.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **GentlemanRaptor** on **October 19, 2013, 10:25:53 am**

Quote from: Sentor on October 19, 2013, 12:06:24 am

...holy hell. I read through Deathgate and Murdermachines in four bloodsoaked sittings over the past few days and had some crazy, crazy dreams.

Dorf me once the population gets back up. This madness is too legendary not to be a part of.

Christ. Good thing you didn't download any saves...I did and then Terry fucked up my hard drive. If you did download *anything* Deathgate or Murdermachines related, Armok help you. Your soul belongs to Terry now.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Orange Wizard** on **October 19, 2013, 04:20:39 pm**

Quote from: GentlemanRaptor on October 19, 2013, 10:25:53 am

Quote from: Sentor on October 19, 2013, 12:06:24 am

...holy hell. I read through Deathgate and Murdermachines in four bloodsoaked sittings over the past few days and had some crazy, crazy dreams.

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Christ. Good thing you didn't download any saves...I did and then Terry fucked up my hard drive. If you did download *anything* Deathgate or Murdermachines related, Armok help you. Your soul belongs to Terry now.

Crap, it happened to you, too? I thought it was an unrelated virus!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **TalonisWolf** on **October 19, 2013, 11:46:40 pm**

This magnificent has taken on hell itself, only to fall to *food poisoning*?

How incredibly ~~idiotic~~ ~~incredibly stupid~~ DWARFY!!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Sentor** on **October 20, 2013, 01:13:09 am**

Quote from: GentlemanRaptor on October 19, 2013, 10:25:53 am

Quote from: Sentor on October 19, 2013, 12:06:24 am

...holy hell. I read through Deathgate and Murdermachines in four bloodsoaked sittings over the past few days and had some crazy, crazy dreams.

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Christ. Good thing you didn't download any saves...I did and then Terry fucked up my hard drive. If you did download *anything* Deathgate or Murdermachines related, Armok help you. Your soul belongs to Terry now.

No no, no no no. He's already in my *dreams*...Terry is in my HEAD. It's only a matter of time now...

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **peregarrett** on **October 20, 2013, 04:48:30 am**

Who's next, BTW? The Show Must Go On!!!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **October 20, 2013, 01:19:22 pm**

Quote from: Sentor on October 20, 2013, 01:13:09 am

Quote from: GentlemanRaptor on October 19, 2013, 10:25:53 am

Quote from: Sentor on October 19, 2013, 12:06:24 am

...holy hell. I read through Deathgate and Murdermachines in four bloodsoaked sittings over the past few days and had some crazy, crazy dreams.

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Christ. Good thing you didn't download any saves...I did and then Terry fucked up my hard drive. If you did download *anything* Deathgate or Murdermachines related, Armok help you. Your soul belongs to Terry now.

No no, no no no. He's already in my *dreams*...Terry is in my HEAD. It's only a matter of time now...

of course! the moment you play dwarf fortress or read this forum your soul belongs to terry! i thought everyone knew this by now...(hes been messing with me since read the frist page of Deathgate!) mostly minor stuff...figure it's saving up for when i get DF on my comp at home...Physics and my computer will weep at what i will unleash upon them! (still thinking on how to make a shower system for the

dwarves...so that way FB extract wont fuck my fort up!)

And yes whens the next update on the misadventures and chaotic hellish lives of our Dwarf Incarnations? i wish to See Chaosmaker get his head torn off by either a clown or a FB...or at least die in a dwarvenly mega-awsome way of holding back an entire tide of demons with the Red Monster Sword *i claimed the dwarf that made it in Deathgate now! he wasnt taken by a player so i picked the poor bastard! Me thinks that the Red Monster Sword was the Key that terry needed to invade deathgae and torment the dwarves for eternity!*

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **zlurker** on **October 21, 2013, 02:32:33 am**

I signed up as row 58 on the dorfinator. :D

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **October 21, 2013, 06:53:36 am**

Quote

And yes whens the next update on the misadventures and chaotic hellish lives of our Dwarf Incarnations? i wish to See Chaosmaker get his head torn off by either a clown or a FB...or at least die in a dwarvenly mega-awsome way of holding back an entire tide of demons with the Red Monster Sword

He may not have even been dorfed yet. we got no vessels.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **October 21, 2013, 10:09:51 am**

Quote from: kefkakrazy on October 21, 2013, 06:53:36 am

Quote

And yes whens the next update on the misadventures and chaotic hellish lives of our Dwarf Incarnations? i wish to See Chaosmaker get his head torn off by either a clown or a FB...or at least die in a dwarvenly mega-awsome way of holding back an entire tide of demons with the Red Monster Sword

He may not have even been dorfed yet. we got no vessels.

I know....sad aint it? Sigh...damn WW2 batlefeild...also damn tourists for spawning so damn fast, their probably heralding the extinction of dwarves at an early time. still at least we didnt fall to the goblins yet...then again kolbolds got to us last time. Heres to hoping we dont die horribly just yet, i want to see everyone dorfed and then thrown into a mash into hell...maybe we can make a sort of passage way for the clown car to get to the surface and let them fight the tourists and see who wins? if anything we can cover ourselves with artifact hatchcovers and lockdown the fort untill either the clowns or the tourists win, then pick off the winners with bolts. Plus we can have a massive graveyard on the surface for the clowns and the tourists so that way everyone knows who rules these damn lands! (even the elves will bow before us!!! damn pointy arrogant pointy eared tree huggers!!!)

i wonder if we can eventually turn murdermachines into a dwarven kingdom? (have the nobles in 4x4 rooms filled with gold objects and a personal tomb somewhere...itll shut them up for awhile yet!!!) and if we get a dwarf king...well...i think we all know whos taking that poor sod!!! Souls for The Void God!!!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Just Some Guy** on **October 21, 2013, 04:15:36 pm**

Has anyone else died?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **TalonisWolf** on **October 21, 2013, 10:52:12 pm**

Quote from: Just Some Guy on October 21, 2013, 04:15:36 pm

Has anyone else died?

...this is Deathgate. DEATHgate.

Wanda ya think? They're in a paradise full of splendid egg roasts whose taste is to die for!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **gunpowderte**a on **October 22, 2013, 03:44:48 am**

Quote from: Just Some Guy on October 21, 2013, 04:15:36 pm

Has anyone else *not* died?

FTFY...

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **peregarrett** on **October 22, 2013, 08:42:31 am**

Krevsin replied that he's skipping this turn. It's wlerin's turn then.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **wlerin** on **October 22, 2013, 07:49:42 pm**

So, what exactly is up with the egg roasts?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **The Mad Fool** on **October 22, 2013, 07:55:12 pm**

Quote from: wlerin on October 22, 2013, 07:49:42 pm

So, what exactly is up with the egg roasts?

Basically, a Forgotten Beast spewed poison everywhere and it got on the egg roasts somehow. People subsequently died when they ate them.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **wlerin** on **October 22, 2013, 08:14:41 pm**

kk. Gonna fire up the fort and look around but won't have any substantial updates until the weekend. Probably.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **TalonisWolf** on **October 22, 2013, 09:01:57 pm**

Quote from: wlerin on October 22, 2013, 08:14:41 pm

kk. Gonna fire up the fort and look around but won't have any substantial updates until the weekend. Probably.

Only three days! Yippee! Wait, *probably*?

Talonis Wolf cancels Fey Mood: Letdown.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Sentor** on **October 22, 2013, 10:31:41 pm**

It's worth noting that the legendary (mis)adventurers of Deathgate/Murdermachines are causing me to learn DF! After I realized Murdermachines was carrying on to this day, it became my new dream to one day be a bumbling, incompetent administrator of this fortress!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **October 22, 2013, 11:11:50 pm**

Mine to freind....mine to!!!

Shame i will only be able to play it once during thanksgiving...(4 days!!!) and then 2 weeks in december...

but this certainly gives me to crackle about...people look at me strangely though. heh, wimps...

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **wlerin** on **October 23, 2013, 12:10:01 am**

Quote from: TalonisWolf on October 22, 2013, 09:01:57 pm

Wait, *probably*?

Probably in the sense that I probably won't post a major update before then. But I might.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **gunpowderte**a on **October 23, 2013, 01:39:13 am**

Quote from: ChaosMaker on October 22, 2013, 11:11:50 pm

Mine to freind....mine to!!!

Mine where to exactly? (Except down, of course)
confused

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **October 23, 2013, 10:11:50 am**

meant it was my dream to govern an incompetent fortress...its not that kind of mine anyway. Besides i wont dig to deep yet...not untill i have my dwarves clad in candy and trained to be at least competent fighters and marksmen. Then ill unleash the circus and see how i can match it. maybe the checkerboard deal? and then colonize hell!!!! (turn hell into a paradise for dwarves! nobles get their own area with gold

stuff, the other dwarves get their area with silver!) and then try to last at least 50 years before tantrum spiral.

That should give me enough practice before i take on a community fort!

LeT CHaOs FIOw FRoM ThY BIADe oF !!FiRe!!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **October 23, 2013, 10:48:21 am**

Nawwww, incompetence is what makes the world go round.

I don't know, for example, if "incompetence" is the word, but I nearly killed DG1, allowed demons to breach the Hellbunker on like two different occasions, and wound up actually having to savescum at one point because I fucked up so bad. (I gave myself a bye on that one; my first time running a community fort, I called it a learning experience). All because I was trying to build a self-contained duck hatchery with troop deployment capability.

I FREAKING SUCCEEDED BY THE WAY. (note: Metrics for "SUCCESS" do not include combat-worthiness of deployed soldiers, and so the crippling injuries inflicted on any such troops totally do not count)

I have no idea what Yuli is on, either, but dude managed to kill the entire population of Murdermachines twice. So far as I'm concerned, I can't really tell if that makes him the worst DF player ever or the best. Either way it led to some beautiful moments. Losing a community fort to freakin' kobolds because of the infrastructure damage and poor defensive layout of the fortress was one of the crowning achievements of my gaming career.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **TalonisWolf** on **October 23, 2013, 11:56:13 am**

Incompetence is !!FUN!! for all!

Flood the lower levels? Hey, Sewer System complete with Sewer Crocs!

Wait, flooded with Magma? Always wanted an Volcano Lair!

Legendary Dwarf die? Annoying, but at least you know how the saga ends.

Tantrum Spiral? The survivors won't ever give a d@&\$ about worker reform again!

Besides, it provides a challenge for the OCD and Logistical Overseers to overcome.

So, come to the flame, incompetents, and learn the value of !!FUN!!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **October 23, 2013, 02:45:32 pm**

Quote from: kefkakrazy on October 23, 2013, 10:48:21 am

I have no idea what Yuli is on, either, but dude managed to kill the entire population of Murdermachines twice. So far as I'm concerned, I can't really tell if that makes him the worst DF player ever or the best. Either way it led to some beautiful moments. Losing a community fort to freakin' kobolds because of the infrastructure damage and poor defensive layout of the fortress was one of the crowning achievements of my gaming career.

:P

Darkwing the Netherfowl was amazing.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **October 23, 2013, 05:06:34 pm**

Darkwing wasn't me. Darkwing was just a random duck that wandered out of the Hellbunker into Hell and managed to kill two demons through the sheerest dumb luck I've ever seen, ever.

I made the DUCKOTRON to honor his memory. To try to create more super-duck-soldiers. Hell, two-for-one is honestly about 4x as good as your average DG soldier managed.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **October 23, 2013, 10:39:21 pm**

Salute folks gor Darkwing the Netherfowl!!!

Yuli has become either the worst DFer if personal adventure...and the BEST COMMUNITY PLAYER IN DF EVER!!! yes i did that in caps...ge over it!

Now for somthing i cooked up in my head for ChaosMaker

Spoiler (click to show/hide)

you wander in a strange fortress, it is unlike any other, lava fills the voids and the seemingly maze seemed to have been desgibned by madmen with only could be discribed as organzied chaos...a strange machien appears in your veiw, broken, overgrown...and yet...it still seems to continously work...worse still is the heat and the black Maisma that seems to slip between the cracks in the engravings on the walls..as you wander around you hear a strange whisper in the air...secrets are here, and the master knows an intruder is near, in one of the dusted forges you find a journal belonging only to a dwarf...

<Journal of ChaosMaker-Dwarven Master Forger>

(This is a Masterly Crafted Dwarven journal made From the leather of a Demon, it meanaces with spikes of adamantium and has engravings of dwarves and demons, the dwarves are gathered in a circle around the demon, the dwarves are laughing, the demon is in a fetal position and crying)

Under Day 1: i dont know whats going on, theres soem whispers in the halls that the overseers are mad despot monsters in disguise or that the position is cursed...frankly i dont care...ever since that "candy" spire came out...the voices haunted me...i....i cant help but stare at it...the candy is calling...the circus wants out...but every time...somthing draws me back...

Under day ?:i havent seen the sun in months...maybe years..but its happening...some overseer is about to unleash the clowns...the voice...it tells me this...the candy...it...it...

Under day ?:i...havent been myself....lately...ever since the spire was cut open several of our brothers in arms seemed to snap out of whatever the candy was doing to them...but...i can still hear it...still feel its thin strands in my hands...sometimes i wake up near the magma forges...staring at our stocks...must be the beer lately, yes the beer...must ingore the voices...

Under day ?:*mustignorethevoicesmustignorethevoicesmustignorethevoicesmustignorethevoicesmustignorethevoicesmustignorethevoicesmustignorethevoices*

Under day ?:*He CaLls...hE WAnTs iN...MuSt MaKe ThE KEY!!! NeED LEathEr oF DeMoN, BoNeS Of DeMonS....AnD MY FORGE!!! SoOn DEaTh GATe ShaLL BEloNG to HiM!!!*

Under day ?:*i...what...what have i done!?! Deathgate is doomed! no...there is still time to stop the key from turning{the writing stops abrutly here and then continues on in a hurry} BLAST THESE DAMN DWARVES!!! one of the runners in this damn hellhole saw my finished work and reported to the overseer!! i must hid this key!!! IF i dont...then all will die...i can hear the gaurds comming, they must not have this weapon! not this Red Demon Sword, but yet the flames call..they want to be used...but i know...i know what will happen to the poor fool who tris to weild it...i must hide it...theres an old stockpile in the abandoend part of the fort...yes...ill take some supplies frIst thouGh, just in cASe they tRy to fInD mE!!!*

{the jounrle ends abrutly with a small splatter of blood...and curiously blackned maisma starts to seep out...before forming some horrendous shape that swallows you whole!}

Welp thats that, mostly made in memory of deathgate, with halloween so close i think i might make something else for the deathgaters...hehe....

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **merp** on **October 24, 2013, 11:08:32 pm**

Did this fort die?

Is it starting again?

Can I sign up?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Covenant Ringthane** on **October 25, 2013, 01:14:21 am**

PTW

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **wlerin** on **October 25, 2013, 06:05:16 am**

Quote from: merp on October 24, 2013, 11:08:32 pm

Did this fort die?

Is it starting again?

Can I sign up?

We might have to reclaim, but it's not dead. I'll be posting some updates on Saturday.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **TalonisWolf** on **October 25, 2013, 01:26:40 pm**

Quote from: wlerin on October 25, 2013, 06:05:16 am

Quote from: merp on October 24, 2013, 11:08:32 pm

Did this fort die?

Is it starting again?

Can I sign up?

We might have to reclaim, but it's not dead. I'll be posting some updates on Saturday.

So I'll have to read the update Sunday... that's not too long a wait! Awesome!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **October 25, 2013, 10:06:26 pm**

Hey all, just been listening to a certain song...and frankly...it shows how much we all take care of our dwarves...

<http://www.youtube.com/watch?v=4z8GK-Ikwbo> (<http://www.youtube.com/watch?v=4z8GK-Ikwbo>)

this is pretty much how we treat our dwarves/vessels...this song is awesome!!!

besides that looking forward to the update, hopefully i get a vessel soon...im bored sitting in the void...bored enough to start reading our competition...

still annoyed at winzip...do i need it to use DF? (not used to downloading games online)

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **wlerin** on **October 25, 2013, 11:32:05 pm**

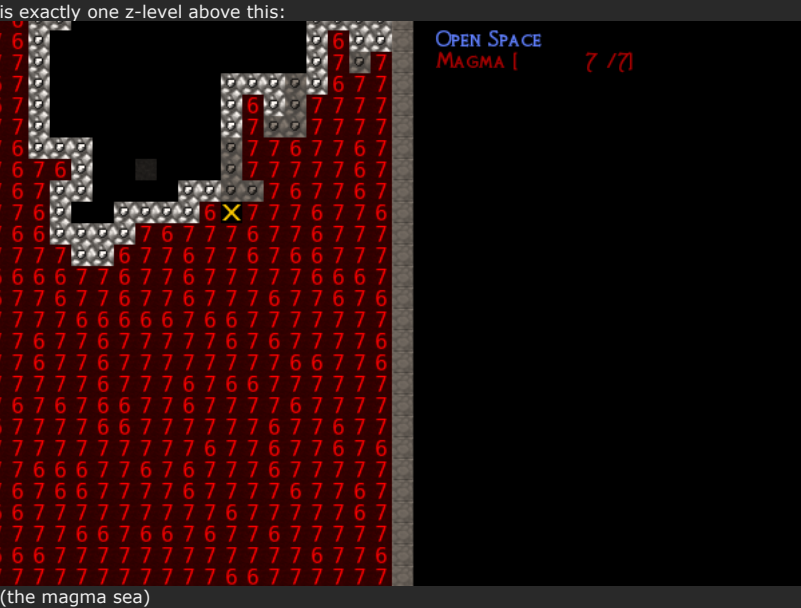
Quote from: ChaosMaker on October 25, 2013, 10:06:26 pm
besides that looking forward to the update, hopefully i get a vessel soon...im bored sitting in the void...bored enough to start reading our competition...

Unfortunately, with only four dwarves left alive and three of them named... and needing an avatar for myself... I'm not sure when this will happen.

Quote from: ChaosMaker on October 25, 2013, 10:06:26 pm
still annoyed at winzip...do i need it to use DF? (not used to downloading games online)

I can't recall whether the save files are normally rared or zipped, but either way you'd be best served getting 7zip or another multi-purpose archive manager, rather than winzip. Also, recent versions of Windows can read zip files without the need for third party tools.

EDIT: I've added the deaders to the Dead Book. Sadly I don't know how these dwarves died, but at least now you can check and see if your dwarf is still alive. (Hint: S/he's not.)



separated only by thin granite floor.

Sooooo tempting.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **October 26, 2013, 12:49:16 am**

okay got it on 7zip...not sure what to do with it now...frist time doing this :P

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **wlerin** on **October 26, 2013, 01:06:46 am**

extract the folder into <location of dwarf fortress>/data/save/

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **October 26, 2013, 01:24:26 am**

YES! now i can finally learnt o lose right! frist off...the graphics...well i was expecting it, but is there a lazy noob pack or somthing? can somone tell me the diffrent mods? (would prefer something...else then what df currently has as standard. it looks fun as hell, but i just want a little somthing new!)

wish me luck on losing many forts...my goal is to last 5 years.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **wlerin** on **October 26, 2013, 02:27:26 am**

<http://www.bay12forums.com/smf/?topic=59026.0>

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **October 26, 2013, 04:09:43 am**

Quote from: ChaosMaker on October 26, 2013, 01:24:26 am
wish me luck on losing many forts...my goal is to last 5 years.

Have FUN.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **SanDiego** on **October 26, 2013, 10:54:56 am**

<http://www.smbc-comics.com/?id=3155#comic>
This. We have to do it.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **October 26, 2013, 12:55:42 pm**

My Armok....

this...
this...
THIS IS GLORIOUS!!!!

wE ShAIL BuID ThE SuPER ColIIDer DuCK-DoG-BeaVEr ColIIISON MatRon.... or SC-DDB-CM 3000! (well need the battery to do this...noodles...you know what to do...)

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **wlerin** on **October 27, 2013, 12:47:17 am**

Quote from: SanDiego on October 26, 2013, 10:54:56 am
<http://www.smbc-comics.com/?id=3155#comic>
This. We have to do it.

I imagine this would require mining carts, yes?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **wlerin** on **October 27, 2013, 01:24:57 am**

An Excerpt from the Journal of Astath Zatamdegel, Last Entry

...dreams are the worst of it. The blackened sky behind a blacker tower; the gaunt, withered voidspawn hunched over an old book; everywhere ruin, death, and decay, even when the dreams carry me back to the mountains of my home; giant wheels and rumbling machinery; wandering lost and alone in endless empty caves; the screams of a dying deer; torrents of water cascading down, down, down, and drowning... drowning... drowning; murderous ghosts; and a black temple beneath a blood red sky surrounded by a thousand thousand screaming horrors... And there's someone else. Someone watching me. Following me. I don't know what any of it means, but I've dreamed it so many times I've lost any chance of forgetting.

I've managed to stay awake for two weeks now... dreams are still fresh in my mind, but I haven't had any new ones, and the feeling of being watched has faded. But I don't think I can last much longer.

A terrible scream echoed down the stairwell. Urist McDead glanced irritably back up in the direction of the scream. "Och, what is it now."

A few flights up, he found Astath trembling on the floor, head in hands. "Eh, y'all right?"

One last tremor passed through him, and Astath stilled. He slowly lowered his hands and raised his eyes to Urist. His dead, black eyes. "Yes. I am fine."

"Mmm. If'n y'say so," replied Urist. "Say, never did catch y'name."

Astath paused for a moment, considering. With a cold smile, he answered, "Irony. My name is Irony."

[Actual fortress update goes here.]

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **gunpowderte**a on **October 27, 2013, 04:01:56 am**

Quote from: SanDiego on October 26, 2013, 10:54:56 am
<http://www.smbc-comics.com/?id=3155#comic>
This. We have to do it.

Could somebody check the Feynman graph? I guess the interaction direction of the beaveron (b) is wrong...
I really like that one of the resulting particles seems to be a PlatyPlus (+), so if we could create the PlatyMinus, we could release it upon the Voidspawn! AHAHAHAHAHA!!!!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **October 27, 2013, 04:35:13 pm**

welp been playing, lost a few forts because of noobness...funny though!

anyway been meaning to ask, when i dled dwarf therapist into 7-zip file manager, it wont let me start it up! it keeps saying mingwm10.dll was not found...any ideas why this is happening?

other then that looking forward to reading todays update on murdermachines...makes me cringe when i think of how bad things must be now...

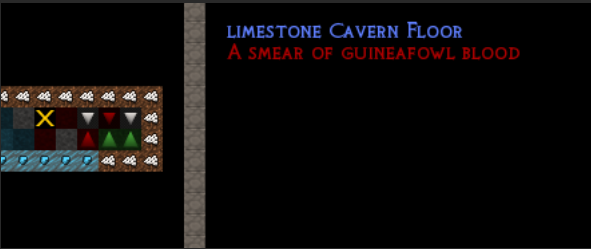
good luck keeping the fort alive dude!

(plus we should totally unleash a badger mixed with a duck and beaver...the Badapus!)

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **wlerin** on **October 27, 2013, 09:05:41 pm**

Welp. So we were going to reclaim anyway, right? >_>

I knew something was off when I saw the slaughtered guineafowl littering the ramps, but I didn't think much of it. This is a strange and violent world, and I assumed the guineacocks had been fighting each other. Even if a few of the cuts did seem a little too clean...



When I reached the surface, of course, I realized what I had been seeing. I remembered the small, crooked footprints, the right size but all the wrong shape for a dwarf... That and many other things flashed through my mind. Like my entire previous life.

Running headfirst into a troll does that.

THE TROLL CHARGES AT THE CARPENTER!
THE TROLL GORES THE CARPENTER IN THE HEAD WITH HIS LEFT TUSK, BRUISING THE MUSCLE, SHATTERING THE SKULL AND BRUISING THE BRAIN THROUGH THE (GIANT EMU LEATHER HOOD)!
THE TROLL COLLIDES WITH THE CARPENTER!
THE CARPENTER IS KNOCKED OVER AND TUMBLES BACKWARD!



This is so unfair. I'd only just managed to force my will on this body and destroy the previous occupant! And now it's back, back to the void...

The remaining dwarves prepare for a courageous last stand:
'SQUIDMANN' KANOBOK HAS BECOME A RECRUIT.
'URIST McDEAD' MOZIRERIB HAS BECOME A MILITIA COMMANDER.
'FUNGIN II' FIKODONSHEN HAS BECOME A MAYOR.
▶'URIST McDEAD' MOZIRERIB, MILITIA COMMANDER CANCELS GET PROVISIONS:
INTERRUPTED BY GOBLIN AXEMAN.

Urist McDead is the first to encounter the enemy.



I'm sure he'll do fine. He's a master of the combat arts, after all.

THE GOBLIN AXEMAN CHARGES AT THE MILITIA COMMANDER!
THE GOBLIN AXEMAN STRIKES AT THE MILITIA COMMANDER BUT THE SHOT IS BLOCKED!
THE GOBLIN AXEMAN COLLIDES WITH THE MILITIA COMMANDER!
THE MILITIA COMMANDER IS KNOCKED OVER AND TUMBLES BACKWARD!
THE MILITIA COMMANDER LOSES HOLD OF THE *STEEL SHORT SWORD*.
THE MILITIA COMMANDER LOSES HOLD OF THE (TURKEY LEATHER RIGHT MITTEN).
THE MILITIA COMMANDER LOSES HOLD OF THE (SHEEP WOOL RIGHT GLOVE).
THE GOBLIN AXEMAN HACKS THE MILITIA COMMANDER IN THE RIGHT LOWER ARM WITH HIS (SILVER BATTLE AXE)) AND THE SEVERED PART SAILS OFF IN AN ARC!
THE GOBLIN AXEMAN HACKS THE MILITIA COMMANDER IN THE RIGHT LOWER LEG WITH HIS (SILVER BATTLE AXE)), TEARING APART THE FAT THROUGH THE (TROLL FUR TROUSERS)!
THE (SILVER BATTLE AXE)) HAS LODGED FIRMLY IN THE WOUND!
THE GOBLIN AXEMAN TWISTS THE EMBEDDED (SILVER BATTLE AXE)) AROUND IN THE MILITIA COMMANDER'S RIGHT LOWER LEG!
THE GOBLIN AXEMAN STRIKES AT THE MILITIA COMMANDER BUT THE SHOT IS BLOCKED!

Hmm, well... He blocked a strike! That's good, right?

THE GOBLIN AXEMAN STRIKES AT THE MILITIA COMMANDER BUT THE SHOT IS BLOCKED!
THE GOBLIN AXEMAN COLLIDES WITH THE MILITIA COMMANDER!
THE MILITIA COMMANDER IS KNOCKED OVER AND TUMBLES BACKWARD!
THE GOBLIN AXEMAN HACKS THE MILITIA COMMANDER IN THE HEAD WITH HIS (SILVER BATTLE AXE)) AND THE SEVERED PART SAILS OFF IN AN ARC!

Ah. Ahem. I don't know if he's going to get up after that one.



Hey, I know that ghost.

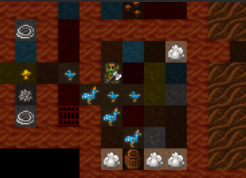
UNIB NUMRAL

A short sturdy creature fond of drink and industry

A murderous ghost This spirit has not been properly memorialized or buried

Now if only he'd turn that murderous rage into something useful. :/

One of the goblins has breached the nesting grounds. Perhaps the guineafowl will be our salvation?



Come on, little chicks, you can do it! Don't mind the dogs getting slaughtered in the next room.

THE GOBLIN AXEMAN PUNCHES THE STRAY KEET IN THE LEFT UPPER LEG WITH HIS LEFT HAND, SHATTERING THE BONE!

THE STRAY GOOSE BITES THE GOBLIN AXEMAN IN THE RIGHT FOOT FROM BEHIND, BRUISING THE MUSCLE THROUGH THE (C GIANT EAGLE LEATHER SHOE,)!

THE STRAY GOOSE LATCHES ON FIRMLY!

THE STRAY KEET BITES THE GOBLIN AXEMAN IN THE LEFT LOWER ARM, BRUISING THE MUSCLE THROUGH THE (C CAVE SPIDER SILK CLOAK,)!

THE STRAY KEET LATCHES ON FIRMLY!

THE GOBLIN AXEMAN BREAKS THE GRIP OF THE STRAY GOOSE'S BILL ON THE GOBLIN AXEMAN'S RIGHT FOOT.

THE GOBLIN AXEMAN BREAKS THE GRIP OF THE STRAY KEET'S BEAK ON THE GOBLIN AXEMAN'S LEFT LOWER ARM.

THE STRAY GOOSE ATTACKS THE GOBLIN AXEMAN BUT HE JUMPS AWAY!

THE STRAY GUINEAHEN STRIKES AT THE GOBLIN AXEMAN BUT THE SHOT IS BLOCKED!

THE GOBLIN AXEMAN COUNTERSTRIKES!

THE GOBLIN AXEMAN HACKS THE STRAY GUINEAHEN IN THE LEFT UPPER LEG WITH HIS (C COPPER GREAT AXE,), TEARING APART THE SKIN!

THE (C COPPER GREAT AXE,) HAS LODGED FIRMLY IN THE WOUND!

THE GOBLIN AXEMAN STANDS UP.

....

I don't suppose the arena cages were ever hooked up to a lever?

The goblins have reached the main upper halls:



Hmm. It might actually be possible to save Squidman... Fungin II is as good as dead. Serves him right for sleeping when the fortress is being invaded. And when there are six corpses in his dining room.

Maybe I was wrong about Fungin II:



Most of that blood is goblin blood. Well, and some animal blood.

THE GOBLIN AXEMAN STRIKES AT THE HEATER BUT THE SHOT IS BLOCKED!

THE GOBLIN AXEMAN STRIKES AT THE HEATER BUT THE SHOT IS BLOCKED!

THE GOBLIN AXEMAN ATTACKS THE HEATER BUT SHE JUMPS AWAY!

THE HEATER HACKS THE GOBLIN AXEMAN IN THE LEFT FOOT WITH HER *STEEL BATTLE AXE*, TEARING APART THE MUSCLE THROUGH THE (C TROLL FUR SANDAL,)!

A MOTOR NERVE HAS BEEN SEVERED!

THE *STEEL BATTLE AXE* HAS LODGED FIRMLY IN THE WOUND!

THE GOBLIN AXEMAN STRIKES AT THE HEATER BUT THE SHOT IS BLOCKED!

THE HEATER TWISTS THE EMBEDDED *STEEL BATTLE AXE* AROUND IN THE GOBLIN AXEMAN'S LEFT FOOT!

THE GOBLIN AXEMAN MISSES THE HEATER!

THE HEATER STRIKES AT THE GOBLIN AXEMAN BUT THE SHOT IS PARRIED!

THE GOBLIN AXEMAN COUNTERSTRIKES!

THE GOBLIN AXEMAN STRIKES AT THE HEATER BUT THE SHOT IS BLOCKED!

THE GOBLIN AXEMAN CHARGES AT THE HEATER!

THE GOBLIN AXEMAN PUNCHES THE HEATER IN THE RIGHT LOWER LEG WITH HIS LEFT HAND, BUT THE ATTACK IS DEFLECTED BY THE HEATER'S -STEEL HIGH BOOT-!

THE GOBLIN AXEMAN COLLIDES WITH THE HEATER!

Still, would be nice if Squidman would hurry it up...

THE HEATER HACKS THE GOBLIN AXEMAN IN THE HEAD FROM THE SIDE WITH HER *STEEL BATTLE AXE*, TEARING APART THE MUSCLE, SHATTERING THE SKULL AND TEARING APART THE BRAIN THROUGH THE (CAVE SPIDER SILK HOOD)! AN ARTERY HAS BEEN OPENED BY THE ATTACK! A TENDON IN THE SKULL HAS BEEN TORN! THE GOBLIN AXEMAN HAS BEEN KNOCKED UNCONSCIOUS!

Yes! One down, 50 bajillion to go. And Squidman is 100 levels down...

Time to see how Fungin II fares against a troll. Well, a mob of trolls. But there's only one in this screencap.



EDIT: Er, none in this screenshot. He's on one of the blocks (those sort of square things).

'FUNGIN II' FIKODONSHEN, HEATER'S MANDATE HAS ENDED.

One dwarf left.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **October 27, 2013, 10:01:37 pm**

welp, safe to say welcome back to the void troll meat...

WE NEED TO GET OUT OF HERE!!!

~~mustmakemoreartifacts~~mustmakemoreartifactsmoreartifactsartifactsartifacts!!!!

anyway on a civilixed note...why didnt you build somthing akin to the battery? i have an excuse as a newb to dwarf fortress..keep losing my fort due to oversights...(made a new note today...lots of plump helmat spawn=more plump helmats....which means more food and and drink...yeah im a terrible overseer...plus dwarf therapist hasnt been working right!!! keeps saying that stuiped thing cant be found...damn game...all well ill be back on it in 2-4 weeks from now...back in job corps :P)

good luck with the fort people! if this keeps on going...well...i can safely say i challenge us deathgate people to last 50 YEARS in dwarf time for one fort...and experiance every setback possible against the fort (note:dont accidentally the fort or actively try to kill it by haviong badass dwarves go evil like hollistic detective...we dont need a zombie apocolapse here! were bad enough and our spawn are worse then the hollistic spawn!

also reclaim everyone!! also...how did the goblins get in? did you suddenly decide to not go out by spawn?
if so....

cracks his heavily burnt arms (think blackend to the point where oozing yellow liquid magma seems to seep through his burnt to a crisp arms) and readies his Big Freaken Hammer...-or BFH for short-

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **wlerin** on **October 27, 2013, 10:19:22 pm**



Spoiler (click to show/hide)
I'll need some input from the DG/MM community on what to do next. I can try a reclaim, or I can give that to the next player... I'm not sure exactly how long this took but it wasn't more than a season. Probably not even more than a month.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Sentor** on **October 27, 2013, 10:33:49 pm**

I watched one of the greatest succession forts in history fall in real time...awesome!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **peregarrett** on **October 28, 2013, 01:13:12 am**

I'd say reclaim, but I really doubt it's possible. We need a Legendary Reclaimer here. And a new sheet in the Dorfinator

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **wlerin** on **October 28, 2013, 02:50:13 am**

Intermediate Save (<http://dff.wimbli.com/file.php?id=8089>)

I'll try reclaiming tomorrow, but if anyone wants to try their skill with the above save, be my guest. Also, I've a lot of work this week so I probably won't get much done on the fort either way.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **peregarrett** on **October 28, 2013, 03:39:45 am**

Reclaimed with party of 7 speardwarves.
An ambush! Drive them out!
An ambush! Drive them out!
An ambush! Drive them out!
An ambush! Drive them out!
An ambush! Drive them out!
....
Friendly goblins and trolls fight with voidspawn thralls all over the battlefield.
Goblin master thief has cut a thrall in halves with iron dagger. Wow.
....

Now I think it's quite reclaimable. While their a busy with each outhter dwarves can burrow underground and kill the survivors. Better splash a few drops of magma over the surface to burn all that stuff out.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Aseaheru** on **October 28, 2013, 05:59:27 am**

Ooh, sounds good.
Any armor for those troops?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **peregarrett** on **October 28, 2013, 06:14:07 am**

Quote from: Aseaheru on October 28, 2013, 05:59:27 am
Ooh, sounds good.
Any armor for those troops?

I guess there's enough armor just lying forbidden on the ground. I could take only bronze spear, copper shield and novice spear/shield user for everyone. Anyway, I just tried to embark and then quit. Don't have time to play now, but the reclaimability is approved!
If no one takes the fort till weekedn then I can give it a proper try.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **wlerin** on **October 28, 2013, 06:21:18 am**

A friend wanted to try and got slaughtered, but he didn't know the layout of the fort and probably could have outfitted himself better. I think he was also manually attacking some of the goblins without realizing they were friendly.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **October 28, 2013, 09:04:09 am**

Anima might prefer to handle it himself again.

That said, this reclaim sounds marginally less fatal than the one I left behind; with no AMBASSADOR or Minotaur running loose.

Was the fort sealed when it fell? If so, then the fort interior will be clean of junk, if not, then our junk will be scattered all over the inside and we'll need an army of haulers to clean up.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **SanDiego** on **October 28, 2013, 09:34:59 am**

Armor? There are piles of crap all over the surface.
And a second thought - we have a stockpile filled with voidspawn. Do caged critters get free on reclaim?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **October 28, 2013, 10:16:04 am**

well shit, knew the reclaim was possible...nop ww2 on the surface...so anima might want to do the reclaim, just to se us up for more failure. Still i challenge everyone here to last at least another 5 turns without a reclaim. if we cant breach hell again ill be sad...were members of deathgate! the conquerer's of hell! only terry had the power to drive us out, but only because WE made him into what he was!!!

LET CHAOS REIGN!!!

.....

now thats ove with, we to stop digging for awhile and just reposition ourselves, such as taking a turn to simply clean up and post wachdogs/cats all over the map, while theyll get killed itll show us their location...wait...just had a fabulous idea...lets a channel in the ground right? then put a aqanimal that doesnt graze into the hole, and then pretty much cover it with a grate! INSTANT intruder alert system! might try that on my own fort i got going...

wish me luck guys with the dwarf therapist in 3-4 weeks from now...going to try another crack at geting it to work. later all!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **October 28, 2013, 03:12:07 pm**

One god wasn't enough to keep the fortress from dying. We'll need about six more next time.
[Spoiler](#) (click to show/hide)
joke

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **TalonisWolf** on **October 28, 2013, 04:52:45 pm**

:o

...it died?!

At least it wasn't kobolds this time...

YET!

Had to say it...

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **wlerin** on **October 28, 2013, 06:48:47 pm**

[Quote from: SanDiego on October 28, 2013, 09:34:59 am](#)
Armor? There are piles of crap all over the surface.
Yes, but ... the surface is somewhat hazardous what with the constant voidspawn ambushes. Also the good stuff is still below in the fortress proper, along with all the rotting corpses.

I did a reclaim last night and got into the fort, but didn't realize I needed to bring food and booze. I'll try again with a smaller military squad (four should be enough) and use the rest of the points for consumables.

[Quote from: kefkakrazy on October 28, 2013, 09:04:09 am](#)
That said, this reclaim sounds marginally less fatal than the one I left behind; with no AMBASSADOR or Minotaur running loose.
There are at least two FBs, as well as all the caged thralls and whatever else we had stored down in the depths, and the (friendly) goblin siege. They just don't show up on the moment of embark.

[Quote from: kefkakrazy on October 28, 2013, 09:04:09 am](#)
Was the fort sealed when it fell?
No, but it *might* have been marked as a lair... >_>

[Quote from: ChaosMaker on October 28, 2013, 10:16:04 am](#)
we to stop digging for awhile
On the contrary, the best way in to the fortress right now is straight down from embark (and slightly to the south). Assuming the leader remembered to pack the dwarven radar.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **October 28, 2013, 09:56:10 pm**

Well, this is murdermachines...the map itsef is murdering us...and the machine is driven by terry laughing is demonic god-like ass off...

or armok is laughing his bloody arse off on his obsidian throne on the original deathgate while terry manipulates his strings like a master puppeteer...

we are all slaves to his will...even anima himself is but a tendril of terries madness and despair..with the way things are, well we best hope to get inside do a boatmurdered...as in F-T-W!!!!...and then let our numbers build to the point where we can reletively engage in hell, because at this point we all need to invade hell and make a fort in there, as well as a battery and corps. as well as make animal pastures and eventually turn hell into a resort for dwarves as the world burns with the wrath of the spawn above us. while the dwarves in hell harden themselves into harsher weapons of chaos abnd destruction, so that in time when we invade the surface once more..the spawn will fall like wheat to a farmers scythe.

LETS PREPARE FOR THE SECOND COMMING OF THE DWARVES! tree hugers, men, goblins, kolbods, and spawn will fear us, our "surface" kin will worship us like the wraith beings that we are! And all shall bow before our might! our cunning! and our doomburgers!!!! WE ARE DEATHGATE!! AND WE SHALL NOT FALTER!!!

sorry had a moment there. but all in all, lets let anima reclaim with a few badasses.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **October 29, 2013, 09:13:16 am**

If I wasn't a noob (as in "still working on first fortress, but already thinking of deathtraps"-noob), I'd definitely sign myself up for a turn post-reclaim. As it is, I've just got to compliment you guys on being the fourth-craziest thing I've seen on these forums (the first being the mermaid thread, the second a thread about using necromancers to keep food fresh and the third the Dwarven Childcare idea). Keep going, and may I suggest setting up a simple but effective z-level ditch around the perimeter while you try to set up the fortress properly? Just temporarily, of course, for as long as it takes you to set up some mine cart guns.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **wlerin** on **October 29, 2013, 09:37:15 am**

Yeh, the front gate is due for a major reworking. Personally I'm quite partial to high-altitude bridges.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **October 29, 2013, 10:39:06 am**

[Quote from: Dwarf4Explosives on October 29, 2013, 09:13:16 am](#)
If I wasn't a noob (as in "still working on first fortress, but already thinking of deathtraps"-noob), I'd definitely sign myself up for a turn post-reclaim. As it is, I've just got to compliment you guys on being the fourth-craziest thing I've seen on these forums (the first being the mermaid thread, the second a thread about using necromancers to keep food fresh and the third the Dwarven Childcare idea). Keep going, and may I suggest setting up a simple but effective z-level ditch around the perimeter while you try to set up the fortress properly? Just temporarily, of course, for as long as it takes you to set up some mine cart guns.

Holy shit, guys. Maybe I'm a bit jaded because I've been along for the ride since DG1, but... did someone just say that we're almost as insane as mermaid traps (which were so horrifying that Toady nerfed mermaid bone), baconing like a pro, and Dwarven Child"care"!?

Um, just saying. That's a bit scary.

Quote
[Quote from: kefkakrazy on October 28, 2013, 09:04:09 am](#)
That said, this reclaim sounds marginally less fatal than the one I left behind; with no AMBASSADOR or Minotaur running loose.
There are at least two FBs, as well as all the caged thralls and whatever else we had stored down in the depths, and the (friendly) goblin siege. They just don't show up on the moment of embark.

For *frick's sake* guys. It ain't a competition of who can say "I killed the fort better."

Well, it is, but still. New goal: We have to create the single most nightmarish embark imaginable. I suggest ghosts and hordes of caged thralls for next time. Someone should also totally pop the cork on the clown car if we're about to lose a ~~second~~third time, just for the freaking lulz.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **GentlemanRaptor** on **October 29, 2013, 12:25:51 pm**

[Quote from: Dwarf4Explosives on October 29, 2013, 09:13:16 am](#)
If I wasn't a noob (as in "still working on first fortress, but already thinking of deathtraps"-noob), I'd definitely sign myself up for a turn post-reclaim. As it is, I've just got to compliment you guys on being the fourth-craziest thing I've seen on these forums (the first being the mermaid thread, the second a thread about using necromancers to keep food fresh and the third the Dwarven Childcare idea). Keep going, and may I suggest setting up a simple but effective z-level ditch around the perimeter while you try to set up the fortress properly? Just temporarily, of course, for as long as it takes you to set up some mine cart guns.

That's quite possibly one of the highest compliments I can think of.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **October 29, 2013, 02:40:58 pm**

[Quote from: Dwarf4Explosives on October 29, 2013, 09:13:16 am](#)
Keep going, and may I suggest setting up a simple but effective z-level ditch around the perimeter while you try to set up the fortress properly?

Not a bad idea, but the surface is way too hostile (especially now) to try sending miners out to dig. There are roving voidspawn on the map on a more or less constant basis, and now apparently we have not one but two FBs flopping around up there too.

They'd get killed and/or eaten before they got a quarter of the way done.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Just Some Guy** on **October 29, 2013, 03:30:43 pm**

Guys, I have an idea. It's crazy, but it's crazy work. That, or kill the fort of the third time.

- Enter fort, kill everyone.
- Lock up.
- Build airlock to allow migrants to enter, but not enemies. Build traps and way to seal off if possible.
- Began industrialized "child care."
- Construct BATTERY²: a battery of BATTERIES.
- Began construction of one or more pump stacks from the magma sea.
- Hook up pump stack(s) to BATTERY², but DO NOT TURN ON (yet).
- Wait until "day care" has produced 8-10 full militia squads.
- Give "day care" squads CARP training.
- Find way to fill arena with water and drop CARPSs into it.
- Prepare arena for Voidspawn/clown showdown.
- Release the clowns.
- Watch the carnage.
- Send in CARPs to clean up.
- Release water, let hell fill up a little.
- Drop CARPs.
- Once all CARPs in Hell, turn off water
- Build new Hellbunker.
- Began argriculture in Hell.
- Build rooms in hell.
- Began to move civilian population into hell.
- Keep woodcutter/hunter outpost in lowest cave to supply wood and meat.
- Build lever that controls power that turns on/off the magma pumps in Hellbunker.
- Seal off any and all entrances to the above-ground world.
- Once colonization is finished, pull lever and bring death to the surface.

It's costly, overly ambitious, time-consuming, and will destroy the FPS, but hey, isn't that what Dwarf Fortress is all about?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Aseaheru** on **October 29, 2013, 06:28:39 pm**

Whats a CARP? they the same as carp?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **October 29, 2013, 09:27:32 pm**

Quote from: Just Some Guy on October 29, 2013, 03:30:43 pm

Guys, I have an idea. It's crazy, but it's crazy work. That, or kill the fort of the third time.

- Enter fort, kill everyone.
- Lock up.
- Build airlock to allow migrants to enter, but not enemies. Build traps and way to seal off if possible.
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- Once colonization is finished, pull lever and bring death to the surface.

It's costly, overly ambitious, time-consuming, and will destroy the FPS, but hey, isn't that what Dwarf Fortress is all about?

.....

you sir just made deathgate even more dwarfy....i suggest we do whatever the hell he said! crap i might even sign up my vessels as hammerdwarves for this shit!! especally if i survive as a kid in "daycare" and "carp" trainning...this would allow me to be the most badass hammer dwarf in the fort! plus i think hammer dwarf also goes along with armour/weapon making...(well it should theoretically)...

in other words

LORD ANIMA, GOD OF THE VOID AND AVATAR OF TERRY!!!! WE BEESEECH YOU TO ALLOW US TO COMMENCE PROJECT CHAOS!!! (chaotic hell/spawn armagedon overloaded showdown!!!)

please? With hellspawn choppings onto of the boombuger boss? also if this manages to go into next year i would like to sign up for the succession fort or if this fort keeps going long enough illd like a turn, only if its near either april or may...due to job corp crap im doing right now...so yeah, this gives me time to learn enough shit to become a player of dwarf fortress.

plus losing is fun...~~WINNING is satisfying!~~ sorry...just frogot that dw you can never win, only get bored and kill the fort yourself.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **October 29, 2013, 11:09:21 pm**

Quote from: Aseaheru on October 29, 2013, 06:28:39 pm

Whats a CARP? they the same as carp?

CARPs are our super marines. I think they may date back to DG1, and refer to a super soldier project.

Soldiers were herded into the Trade Depot of Doom (so named because the past few overseers had taken to using it to drown every caravan that came through the map and made it to the gates alive). The depot room was filled with spikes and the CARPs had to tread water while defending against the spikes.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **wlerin** on **October 30, 2013, 12:38:49 am**

Quote from: kefkakrazy on October 29, 2013, 11:09:21 pm

...the Trade Depot of Doom (so named because the past few overseers had taken to using it to drown every caravan that came through the map and made it to the gates alive).

iirc we were trying to get the humans and elves to siege us. It never happened, though. :(

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **October 30, 2013, 10:13:50 am**

i have a question, if the humans and elves seiged us now...wouldnt that mean we have bodies to throw at the voidspawn and goblins? that would allow us to pick off the survivors and make the ditch of ~~safety~~ death...along with a drawbridge that gas mastercrafted mechanisims i totally look forward to the reclaim, and possibly the final one to, meaning we actually live long then 5 years in murdermachines. give us steel and carp trainning along with all sorts of deathy crap. then when our dwarves can take a voidspawn with either only 1 loss per a squad, we invade hell and reclaim it again! Then we make the doom bunker...once more...and this time...we take the ausssie guys taste and make the walls around the hellbunker even larger and larger, simply a ringed multie defensive wall. and evenautlly rbring water down into hell to piss em off, and if we ever can, make sunbeerries for dwarven wine. as well as engraving "Deathgates legacy" untill terry decides we had enough fun and screws us over again. promoting another part of the deathgate trilogy.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **October 30, 2013, 09:51:42 pm**

(this is a little somthing that happened in my brain while i was watching tim burtons nightmare before christmas, the begiinning song modifydy...i do not own tim burtons nightmare before christmas or dwarf fortress or deathgate series...i am not doing this for profit or any other junk, other then to share my madness with the world on bay12forums.com)

Men and Elves of every age,
wouldnt you like to see something strange?

Come to us and you shall see,
this our fortress of murdermachines!

This is deathgate, this is deathgate!
Demons scream in the dead of night!

this is deathgate everyone make a scene,
mine and fight untill everyone dies of fright!
its our fortress! Everyone Scream!
In our fort of Murdermachines!

[mad fool]
I am the one in the hospital,
intrusments ground sharp and walls running red!

[Dravek]
I am the one minning for adamantium!
Picks swinging and demons be screaming!

This is deathgate this is death gate!

death gate,death gate,death gate,death gate!
in this fortress we call home,
Everyone hail to the voids song!

[current overseer]
in this fortress, dont we love it now?
Everyones waiting for the next bit of !FUN! (insert sarcasm)

Round that corner, beheind that dumping heap,
A frogotten beast is waiting to pounce you'll...

[noodles, saint, eoganachta]
Scream! This is death gate!
Bloody, Drunk, and Dwarfy!

[Saint]
Arent you terrified?!?

[feldrain and xarin]
Well, thats just fine!
Say it once say it twice,
Get drunk in the sills!
Vomit in the daylight!

[Blade]
Everybody scream! EVERYBODY SCREAM!

["dead" goblins]
in this damn fortress of deathgate...
an axe hits the supposedly dead goblins

[Baltharaaz]
Im the Dwarven Soilder! Here in a Flash and Gone without a trace!

[Migrants-(aka-vessels)]
were the ones who annoy you when you look whos there..
were the ones who die before we can get there!

{Unkown being}
I am the shadow's that run the shew, filling every dwarfs mind with terror and despair!!!

This is deathgate this is deathgate!
deathgate, deathgate, deathgate, deathgate!

[chaosmaker]
Tender Metal's everywhere, this fort isnt done without a terrible scare!

[Scailper]
This is our job! And were totally mean!
In this fortress of Mudermachines!

[Puff]
In this fortress! Dont we all love the plump helmats now?
Were all waiting for the next bit of !FUN!

[Everyone but two]
AnimaRytak might cach you in the back and roar like a dragon and skin you alive!
This is Deathgate! Everyone SCREAM!
So why dont you make way for a VERY special god?

Our Man AnimaRytak is king of the Void-Wraiths!
Everyone hail to the Wraith King NOW!

[everyone]
this is death gate, this is death gate,
death gate,death gate,death gate,death gate!

In this Fort, We call home...
Everyone hail to the Voids Song!

{Unkown}
(Insert dark evil and terrible laughter in the black maw of the void)

Okay thats good for now, hope you guys like it...and remember i dont own any of this crap. i just wnated this off my damn head so i can get back to thinking on how to best make a doomsday machine in case my fort nearly dies...maybe flood it with water and then lava? let the steam kill everything...

Good luck all! and Happy Holloween!! (if you celebrate it!)

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Lolfail0009** on **October 30, 2013, 10:00:08 pm**

Not bad, Chaos.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **October 31, 2013, 12:56:06 am**

thanks...hopefully people will like it..i might do one for thanksgiving (if you celebrate it) and christmas...hehehe....youll be pleasently supriised when i get them out...this wass done in about 10 minutes right on this forum, no planning besides a few muses...

if this manages to get on the front page of murdermachines as a holiday quotes...well...ill be pleasently suprise AnimaRytak actually does that...

other then that happy holloween again, dont let the voidspawn turn you into one of their thrall's/slaves...

i think theres a reason why the thralls fight back aagainst the spawn when their injected with the taint...its the fact they turn beserk in pain and suffering, and its obnly when the overseers and patriachs beat them into submission so that they obey their every order...mostly its of fear that they while suffering the entrenal pain of having the abyss tear at their nervous system as well as repairing it to constantly inflict pain and suffering into their lives. so basicly they turn thralls into animalistic creatures that obey their whims on the abuse they inflict onto their persons....mad fool...i think this bears more scientific experimentation...
(defiently going to be doing medical malpractice with a hammer while he stiches them together me thinks...)

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Sentor** on **November 01, 2013, 11:17:38 am**

Bump. I really wanna see this fortress get off the ground again. I couldn't stomach other threads about 10 pages in.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **TheFlame52** on **November 01, 2013, 04:02:15 pm**

I LEAVE FOR A WEEK AND THIS IS WHAT HAPPENS

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **UristMCBarthanesGraves** on **November 01, 2013, 04:16:17 pm**

Added to the ~~obituary~~ *ahem* dorfinator

Glory to the Voidemprah.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Gentlefish** on **November 01, 2013, 07:17:46 pm**

Quote from: TheFlame52 on November 01, 2013, 04:02:15 pm
I LEAVE FOR A WEEK AND THIS IS WHAT HAPPENS

And you're surprised?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **November 01, 2013, 08:34:48 pm**

this is murdermachines....shit happens every-day....mostly because as ~~human~~ dwarfy overseers we get bored easily and need to find some what to make !FUN! happen.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **wlerin** on **November 02, 2013, 02:35:18 am**

Will update tomorrow.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **November 02, 2013, 01:28:43 pm**

AWSOME!

lets see if we can reclaim our "haven"...if not then AnimaRytak will have to choose a new location, hopefully in a desolate beach with a moutain nearby...i want to kill some whales and harvest their bones/meat/skins/fat for the good of the fortress!!! (also to see if we can beahc the suckers and hack them to death with spears, axes, hammers, and crossbows...will make our dwarves ultimtae fighters fast!! plus easy glass industry...lots ofprofit to be had! especailly if we decide to make a glass megaproject thats totally useless but awsomey cool!!)

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **TheFlame52** on **November 02, 2013, 02:20:14 pm**

I'm not surprised, I'm just sorry I missed it.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **TalonisWolf** on **November 02, 2013, 09:52:30 pm**

...

Reclaiming this is just stupidly Dwarven to WORK!

...

I am way to optimistic-this is Dwarf Fortress we're talking about.n ;D

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **November 03, 2013, 05:51:36 am**

Actually, Dwarf Fortress just means that no matter how badly you screw stuff up, there's always a way of recovering it, as long as you act crazy enough. And of course, the problem wasn't FPS.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **wlerin** on **November 03, 2013, 10:40:07 pm**

Even FPS can be fixed with sufficient hackery. Also, I missed my update yesterday. :(

/sigh

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **TalonisWolf** on **November 04, 2013, 03:10:12 pm**

Quote from: Dwarf4Explosives on November 03, 2013, 05:51:36 am
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Reclaiming this is just stupidly Dwarven to WORK!

...

I am way to optimistic-this is Dwarf Fortress we're talking about.n ;D

"Reclaiming this is just stupidly Dwarven to WORK!" ...

"...as long as you act crazy enough." ...

Similar message, mine WAS a bit ambiguous however...

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **November 07, 2013, 11:13:57 am**

I have found my life to be shockingly tame lately. Hardly any thoughts of feeding dismembered minions to magma pools. I blame this on Murdermachines going quiet.

Anima, where ya been? You've gone dark on us too...

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **November 07, 2013, 09:33:48 pm**

has he abandoned us? are we left to rot in this hellish void?

can we never return to murdermachines!?!

i havent even been dwarfed yet! DAMMIT!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Just Some Guy** on **November 09, 2013, 01:45:59 pm**

Where is everyone?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **November 09, 2013, 02:16:36 pm**

me thinks everyones disapointed we lost for the fort a second time...next time we dont even have VG to aid us in the reclamation!

plus i think this forts just dead, the voidspawn were a bit to killy for us...!FUN! though! but a bit to Killy...mostly because they just kept on comming, mix that with the goblins and other things, attrition did us in, as well as FB Extract.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **November 09, 2013, 02:27:13 pm**

Maybe next time you should mod in some sort of super-pet (made of adamantine maybe?), to combat the Voidspawn? I can imagine how that would go: "The Stray Godzilla strikes the Voidspawn Thrall in the arm! The severed part flies off in an arc!"

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **November 09, 2013, 03:26:28 pm**

If the completely overpowered, undying beasts of destruction, doom and death are fighting on **your** side, you are doing it wrong.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **November 09, 2013, 04:10:34 pm**

welp, anima gave me permission to make a deathgate DFxdragon age crossover, ill provide a link to it when i get the frist chapter up! seriously though, the stray godzilla...nah we could have a large lizard pet, while not unbeatable, it would be immune to thralling, plus freindly to dwarves, kinda like a dwarf sized zilla...only it has beserk and rapid healing, as well as thick skin. (give it claws and a very strong bite as well as a tail attack and we got a millitary dwarf friend for life!)

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **November 09, 2013, 04:27:23 pm**

Making nigh-immortal creatures immune to thralling would be cheating, though. The rampage would be legendary, and would earn Murdermachines a place in history alongside Boatmurdered.

Anyway, if any of these ideas is too overpowered, just give it the "opposed to life" tag but leave it trainable. That way you'll probably be able to get it from caravans or with the embark, but any *wild* ones, on the other hand...

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **November 09, 2013, 04:32:49 pm**

Quote from: Dwarf4Explosives on November 09, 2013, 04:27:23 pm
Making nigh-immortal creatures immune to thralling would be cheating, though. The rampage would be legendary, and would earn Murdermachines a place in history alongside Boatmurdered.

Anyway, if any of these ideas is too overpowered, just give it the "opposed to life" tag but leave it trainable. That way you'll probably be able to get it from caravans or with the embark, but any *wild* ones, on the other hand...

i second this!!! having a breeding colony of those zilla's would defintly be likie the dwarves taming the elephants in boatmurdered...plus they tend to destroy the surface with lava....wait...cant we do the same with water?obsidianize the world!!! after we have a tree/seed farm underground...

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **TheFlame52** on **November 10, 2013, 03:39:10 pm**

Murdermachines is Spearbreakers with no time travel.
Spearbreakers is Murdermachines with time travel.
I mean, they both have horrible monsters that turn people into them and they ended around the same time. They both have near-god warriors and ongoing jokes. (mugs and the surface) They both even have many of the same people participating.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Lolfail0009** on **November 10, 2013, 08:01:40 pm**

Quote from: TheFlame52 on November 10, 2013, 03:39:10 pm
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Is there a problem?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **November 10, 2013, 08:57:43 pm**

Quote from: Lolfail0009 on November 10, 2013, 08:01:40 pm
Quote from: TheFlame52 on November 10, 2013, 03:39:10 pm
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Is there a problem?

i definitely second this batch! its almost like a parallel universe crap going on, in spearbreakers theres fischer, in murdermachines theres VG whos essentially the void incarnate...

i think the next fort needs a little...SURFACE MUG OF DOOM! thing to go on...we must build a megaproject with a gaint mug for spearbreakers and fill it with lava for deathgate,(bonus if the lava's pulled from hell and it has the deathgate logo on it!), also on the surface for murdermachines.... all powered by a series of batteries! Noodle...you know what to do...

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **November 11, 2013, 02:52:52 pm**

Quote from: ChaosMaker on November 10, 2013, 08:57:43 pm

Quote from: Lolfail0009 on November 10, 2013, 08:01:40 pm

Quote from: TheFlame52 on November 10, 2013, 03:39:10 pm

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This sounds... familiar.
Yeah, has already been done. Was hilarious.
Why are you making plans for the next fort? We haven't even finished this one yet :P Just wait for Anima to do... anything. Of course he may be busy and it might take a while.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Gentlefish** on **November 11, 2013, 02:54:24 pm**

Or maybe we'll mutiny and take the fort for ourselves, eh?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **November 11, 2013, 10:08:18 pm**

nah, ol vg will have our hides for that!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Mr. Strange** on **November 13, 2013, 03:44:52 pm**

Been lurking around since Deathgate I and had to make account just so I can post my first comment here...

Dorf me, please. Mr. Strange, any dorf (male preferred, would be strange otherwise) with sword skill as butcher/cook. Added myself to the dorfinator.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **November 13, 2013, 09:45:07 pm**

forts kinda dead right now, we need to do a reclaim....so unless anima kays a reclaim were kinda stuck...once again murdermachines has murdered us...the blood citidel indeed

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Mr. Strange** on **November 14, 2013, 05:03:18 pm**

Pufferfish is go, and with me included we need only five more ~~sacrifices~~ volunteers to reclaim. And who knows, maybe some blood spilling will motivate Anima to return and keep this ~~meatgrinder~~ fort rolling. I'd hate to see this die out now that I finally started posting and all.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **SanDiego** on **November 14, 2013, 05:41:10 pm**

If we are reclaiming, give me a turn somewhere down the line.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Lolfail0009** on **November 15, 2013, 02:15:03 am**

Quote from: SanDiego on November 14, 2013, 05:41:10 pm

If we are reclaiming, give me a turn somewhere down the line.

+1

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **peregarrett** on **November 15, 2013, 02:22:59 am**

Come on, beards, reclaim that fukken fort already!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Gentlefish** on **November 15, 2013, 03:27:08 am**

Quote from: Mr. Strange on November 14, 2013, 05:03:18 pm

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Eh? What?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **SanDiego** on **November 15, 2013, 07:12:07 am**

Ever heard the term 'shanghaied'?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **November 15, 2013, 11:17:55 am**

meh, looking to see the update that contains the forts survival...seriously though, its to the point where its omah beach for the dwarves...lets hope this time we dont have to crawl on the surface or use df hack to get all the supplies on the surface down to a single point inside the walls...

would actually be helpful in getting the fort off the ground.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **November 15, 2013, 02:18:30 pm**

Quote from: Pufferfish on November 11, 2013, 02:54:24 pm

Or maybe we'll mutiny and **take the fort for ourselves**, eh?

Quote from: ChaosMaker on November 13, 2013, 09:45:07 pm

forts kinda dead right now, we need to **do a reclaim**....so unless anima kays a reclaim were kinda stuck...

Quote from: peregarrett on November 15, 2013, 02:22:59 am

Come on, beards, **reclaim** that fukken fort already!

...

Quote from: Yuli Viasi on November 11, 2013, 02:52:52 pm

Just wait for Anima to do... anything. Of course he may be busy and it **might take a while**.

...

Quote from: ChaosMaker on November 11, 2013, 10:08:18 pm

nah, ol vg will have our hides for that!

...

Screw this, I am doing it right now. Any complaints?

EDIT: to be honest, i think that if anima could/wanted to, he would have at least given us some sort of sign by now and i'm slightly worried.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Mr. Strange** on **November 15, 2013, 02:48:08 pm**

Yuli is go, it seems. :D
Remember to post pics of the carnage, regardless of outcome.

And I was talking about dorfing the reclaim force. Since Puffer was the first to suggest taking over the fort it's only fair that his dorf will be the one to provide ~~distraction~~ cover while rest dig down/run for the gates like there's no tomorrow. Or we could use horde of ducks as screening force, in honor of the Netherfowl. I'm fine either way, since it's unlikely that anyone survives.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **November 15, 2013, 02:52:09 pm**

I took a quick look at the save. There's so much shit lying around on the surface. It's like the icing on a cake, except the icing is made of dead bodies, gems, empty barrels (**shudders*) and all other kinds of shit, while the cake... it's not the kind of cake that you see in (most) stores or at (most) birthday parties, it's the kind of cake with a stripper inside of it. Except that there's a clown instead of the stripper. With tentacles and claws. And it's trying to eat your soul.

Quote from: Mr. Strange on November 15, 2013, 02:48:08 pm

And I was talking about dorfing the reclaim force. Since Puffer was the first to suggest taking over the fort it's only fair that his dorf will be the one to provide ~~distraction~~ cover while rest dig down/run for the gates like there's no tomorrow. Or we could use horde of ducks as screening force, in honor of the Netherfowl. I'm fine either way, since it's unlikely that anyone survives.

Good idea. I'll keep that in mind when I assemble the reclaim team.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **tryrar** on **November 15, 2013, 04:16:57 pm**

Well, I want dorfed on the reclaim team as well :P

Use the entry in the dorfinator for the new dor

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Gentlefish** on **November 15, 2013, 05:23:31 pm**

Oh man. I'm clutch for reclaim team? I ask for a spear as my weapon. By Odin's hand I shall live, and by His hand I shall die!!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Lolfail0009** on **November 15, 2013, 06:43:25 pm**

Yo, put me on that team as well!

Kyh - female - metalworker/armourer/weaponsmith

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **November 15, 2013, 10:36:15 pm**

I vote for chaosmaker, as either the weapon/armour-smith or the seige operator! and if i must fight, i shall do it in a dwarfy way.....MAKE WAY FOR A STEEL HAMMERLORD LADS!

im all for CARP trainning and the DANGER room.....kindergarden is also ago. also make sure the mad fools lab gets up and running as soon as possible, remember people wanting their Dorfs get in frist! plus anima MUST be the duke/baron/lord of us all...and have the best absolute room possible, gold, obsidain, and smoothed/engraved via a master engraver. also obsidian furniture and a golden bed to. (extra chests, weapon racks and the sort of junk youll find in a royal lords room).

He shall be Pleased....

on a side note...

~~We must Build A Temple to ToRrY~~

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **November 16, 2013, 12:57:06 am**

Quote from: ChaosMaker on November 15, 2013, 10:36:15 pm

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He shall be Pleased....

on a side note...

~~We must Build A Temple to ToRrY~~

We ARE said temple.

If there's room, someone throw me in the reclaim party as Krosan the Meat Shield.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **wlerin** on **November 16, 2013, 01:49:47 am**

Reclaim attempt notes:

a) Don't forget food and booze. There are some prepared meals left, but only about half of them are edible.

b) Silver hammers cost just as much as bronze spears and are at least as effective. Anything else is either too expensive or too weak.

c) There's actually not that much armour near the wagon, and ranging out to grab what's further away raises your chances of encountering thralls. On the other hand, there aren't enough points for anything besides some cheap shields.

d) As far as skills, 3 weapon + 3 shield + 3 dodge + misc combat skill seemed to work, though I'm no expert on combat. A doctor is probably a good idea, though it will be a while before the reclaim team has time to treat wounds.

e) Given the costs of skills and weapons, it may be better to lower the number of actual warriors, and bring a few low-skill laborers so other supplies (i.e. food, booze) can be afforded.

f) The best bet is probably digging down from the wagon and hoping you hit something. (Maybe with a little dwarven radar assistance.)

g) There are at least two FBs loose, but the one I ran into in my last attempt wasn't too threatening.

h) If we ever face another goblin invasion (or, rather, when) the goblins will turn hostile, so letting the thralls and goblins wipe each other out is the ideal outcome. I.e. don't kill more thralls than you have to.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **November 16, 2013, 06:02:06 am**

Thanks for the advice Wlerin. The first update should come up today.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **November 16, 2013, 06:54:26 am**

Alright, here's the plan:
My first goal will be to construct an airlock at the surface. Currently we only have one female dwarf (Kyh) and it will take ages to repopulate the fort without letting in migrants, so that's a priority.

The reclaim team consist out of three miners (Wlerin, Chaos-Maker and Minkerrow), two masons (Kyh and Tryrar), one speardwarf (Puff) and a mechanic (Mr.Strange).

Most of you guys wanted to be some sort of warriors, but we can't afford buying the necessary skills and there's more important stuff to be done first. We'll just throw you in a dangerroom as soon as we find one. Sorry.

The next step will be to reach the underground farms. I won't be looking at older saves to find out where it is, I'll just be digging in it's general direction. **That's how a dwarf would do it.**

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Lolfail0009** on **November 16, 2013, 07:09:02 am**

Quote from: Yuli Viasi on November 16, 2013, 06:54:26 am

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Quote from: Yuli Viasi on November 16, 2013, 06:54:26 am

we only have one female dwarf (Kyh) and it will take ages to repopulate the fort without letting in migrants

The girl who asked me to ask for that dorfing is now simultaneously horrified and in stitches.
Well done!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **November 16, 2013, 07:14:48 am**

The reclaim team:

'Minkerrow' Ustuthunib, Depthseeker

'Kyh' Momuzdishmab, Peasant

'Tryrar' Uzolnog, Peasant

'Mr.Strange' Otsusdett, Mr.Stb-t-11

'Wlerin' Nokimudar, Peasant

'Chaos-Maker' Nomiton, Peasant

'Puff' Amfikod, Peasant

'Minkerrow' Ustuthunib has been quite content lately. He is sixty years old, born on the 19th of Granite in the year 207. He is tall. His very long sideburns are braided. His very long moustache is arranged in double braids. His very long beard is arranged in double braids. His very long hair is braided. He has a deeply recessed chin. His slightly rounded rau umber eyes are sunken. His ears are slightly flattened. His hair is dark tan. His skin is brown. Minkerrow' Ustuthunib likes alabaster, steel, peridot, coral, cages and cassowary men for their casques. When possible, he prefers to consume bloated tubers and Longland beer. He absolutely detests mussels. He has a great deal of patience and willpower, but he has a very bad sense of empathy and quite poor focus. He doesn't often experience strong cravings or urges. He can handle stress. He enjoys the company of others. He is assertive. He is very active. He is put off by authority and tradition. He is trusting. He doesn't go out of his way to do more work than necessary. He laughs in a unique way when he's nervous. He needs alcohol to get through the working day. He likes working outdoors and grumbles only mildly at inclement weather.

A short, sturdy creature fond of drink and industry.

'Kyh' Momuzdishmah has been quite content lately.
She is eighty-two years old, born on the 8th of Obsidian in the year 185.
She is weak. Her raw umber eyes are sunken. Her very long hair is arranged in double braids. Her nose is extraordinarily broad. She has a deeply recessed chin. Her brown skin is slightly wrinkled. Her head is somewhat short. Her hair is dark tan with a touch of gray.
She is susceptible to disease, flimsy and very weak.
Kyh' Momuzdishmah likes lignite, nickel silver, claro opal, octopus leather, hyena bone, llama wool, maces, crutches, dogs for their loyalty and desert tortoise men for their shells. When possible, she prefers to consume guineafowl and dwarven beer. She absolutely detests mussels.
She has a great deal of wit, a good kinesthetic sense and a way with words, but she has a large deficit of willpower, next to no natural musical ability and really poor focus.
She is often nervous. She enjoys the company of others. She isn't given to flights of fancy. She has a great awareness of her own emotions. She is eager for new experiences. She loves new and fresh ideas. She is put off by authority and tradition. She is candid and sincere in dealings with others. She finds rules confining. She strives for excellence. She mutters under her breath when she's annoyed. She needs alcohol to get through the working day. She likes working outdoors and grumbles only mildly at inclement weather.
A short, sturdy creature fond of drink and industry.

'Tryrar' Uzolnog has been quite content lately.
He is fifty-five years old, born on the 12th of Hematite in the year 212.
He has a recessed chin. His long sideburns are neatly combed. His medium-length moustache is arranged in double braids. His very long beard is braided. His hair is clean-shaven. His nose is broad. His raw umber eyes are slightly sunken. He is average in size. His skin is brown.
He is almost never sick.
Tryrar' Uzolnog likes chromite, pig iron, honey yellow beryl, black-cap wood, giant ibex hoof, the color violet, coffins, earrings, catapult parts, alpacas for their wool and adders for their warning hisses. When possible, he prefers to consume aardvark, brown bullhead, sunshine and dwarven sugar. He absolutely detests large roaches.
He has a great kinesthetic sense and a good memory, but he has poor analytical abilities and poor creativity.
He is somewhat reserved. He enjoys the company of others. He is very active. He is not a risk-taker. He loves new and fresh ideas. He is candid and sincere in dealings with others. He finds helping others rewarding. He is confident. He is organized. He needs alcohol to get through the working day. He likes working outdoors and grumbles only mildly at inclement weather.
A short, sturdy creature fond of drink and industry.

'Mr.Strange' Otsusdastot has been quite content lately.
He is eighty-three years old, born on the 2nd of Galena in the year 184.
He is fat. His very long sideburns are neatly combed. His very long moustache is arranged in double braids. His very long beard is arranged in double braids. His hair is clean-shaven. His slightly sunken raw umber eyes are narrow. His nose is upturned. He has a deeply recessed chin. His extremely tall ears are extremely narrow. His brown skin is slightly wrinkled.
He is slow to heal, weak and quite susceptible to disease.
Mr.Strange' Otsusdastot likes dolomite, billon, clear diamond, wagon wood, the color clear and grates. When possible, he prefers to consume giant jumping spider, clown loach, Longland beer and dwarven sugar. He absolutely detests mussels.
He has a deep well of patience, a great feel for the surrounding space and a feel for music, but he has a lack of understanding of social relationships.
He is quick to anger. He becomes completely helpless in stressful situations. He never speaks out or attempts to direct activities. He isn't given to flights of fancy. He is slow to trust others. He is organized. He has a sense of duty. He strives for excellence. He laughs very loudly whenever he's nervous. He idly chews his lips when he's bored. His hands begin moving when he becomes exasperated. He needs alcohol to get through the working day. He likes working outdoors and grumbles only mildly at inclement weather.
A short, sturdy creature fond of drink and industry.

'Wlerin' Nokimudar has been quite content lately.
He is sixty-six years old, born on the 16th of Moonstone in the year 201.
He is very fat. His slightly rounded raw umber eyes are sunken. His very long sideburns are braided. His very long moustache is arranged in double braids. His very long beard is arranged in double braids. His hair is clean-shaven. His nose is upturned. His somewhat broad ears are slightly flattened. His skin is brown.
He is very slow to heal.
Wlerin' Nokimudar likes phyllite, adamantine, precious fire opal, diamonds, querns, sheep for their tendency to flock, oaks for their autumn coloration and quarry bushes for their gray leaves. When possible, he prefers to consume giant octopus and strawberry wine. He absolutely detests lizards.
He has a good kinesthetic sense and a great deal of patience and a feel for music, but he has little difficulty with words.
He is quick to anger. He doesn't often experience strong cravings or urges. He is very assertive. He is very active. He is often cheerful. He is put off by authority and tradition. He finds helping others rewarding. He chews his lips intently when he's thinking. He starts to drone when he is exasperated. He needs alcohol to get through the working day. He likes working outdoors and grumbles only mildly at inclement weather.
A short, sturdy creature fond of drink and industry.

'Chaos-Maker' Moniton has been quite content lately.
He is sixty-five years old, born on the 16th of Granite in the year 202.
He is average in size. His thin-irised raw umber eyes are sunken. His very short sideburns are neatly combed. His very long moustache is arranged in double braids. His very long beard is braided. His medium-length hair is arranged in double braids. He has a deeply recessed square chin. His extremely tall snail-lobed ears are extremely narrow. His slightly upturned nose is somewhat broad. His eyebrows are slightly low. His head is somewhat short. His hair is dark tan. His skin is brown.
He is very rarely sick and tough, but he is clumsy.
Chaos-Maker' Moniton likes basalt, brass, purple spinel, chestnut wood, cave fish leather, the color gold, short swords, breastplates, chains, pigs for their sense of smell and polar bears for their strength. When possible, he prefers to consume strangler, perch and prickly berry wine. He absolutely detests snails.
He has a great musical sense, a great kinesthetic sense and good creativity, but he has little willpower, poor analytical abilities and a poor ability to manage or understand social relationships.
He occasionally overindulges. He is very friendly. He enjoys being in crowds. He does not have a great aesthetic sensitivity. He is very straightforward with others. He does not feel effective in life. He doesn't go out of his way to do more work than necessary. He scratches his ear when he's trying to remember something. He needs alcohol to get through the working day. He likes working outdoors and grumbles only mildly at inclement weather.
A short, sturdy creature fond of drink and industry.

'Puff' Amfikod has been quite content lately.
He is seventy-two years old, born on the 22nd of Limestone in the year 195.
He is average in size. His slightly thin-irised raw umber eyes are sunken. His medium-length sideburns are braided. His very long moustache is arranged in double braids. His medium-length beard is braided. His hair is clean-shaven. His ears are somewhat broad. His skin is brown.
He is very flimsy.
Puff' Amfikod likes conglomerate, zinc, cherry opal, giant brown recluse spider silk, rope reed fiber fabric, pebbles, greaves and snowy owls for their yellow eyes. When possible, he prefers to consume swamp whiskey. He absolutely detests flies.
He has a good kinesthetic sense and willpower, but he has meager creativity.
He doesn't handle stress well. He enjoys the company of others. He is very active. He isn't given to flights of fancy. He is disorganized. He rarely speaks when he's exasperated. He needs alcohol to get through the working day. He likes working outdoors and grumbles only mildly at inclement weather.
A short, sturdy creature fond of drink and industry.

Our stuff:

| | |
|----------------------------------|-----|
| <copper picks [31] | 44 |
| <iron anvil> | 100 |
| <dwarven ale [401] | 2 |
| <dwarven wine [401] | 2 |
| <plump helmet spawn [101] | 1 |
| <pig tail seeds [51] | 1 |
| <cave wheat seeds [51] | 1 |
| <sweet pod seeds [51] | 1 |
| <rock nuts [51] | 1 |
| <dimple cup spawn [51] | 1 |
| <prepared water buffal brn [151] | 2 |
| <pond turtle ♀ [151] | 2 |
| <plump helmets [501] | 4 |
| <pitchblende [601] | 3 |
| <cinnabar [41] | 3 |
| <marble [41] | 6 |
| <fungiwood logs [351] | 3 |
| <dwarven beer [301] | 2 |
| <dwarven rum [401] | 2 |
| <fungiwood wheelbarrow> | 50 |
| <copper spear> | 36 |

We also got two cats. A male and a female one. hehe.
Spoiler (click to show/hide)
oh god what have i done.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **November 16, 2013, 07:15:33 am**

Quote from: Lolfail0009 on November 16, 2013, 07:09:02 am
The girl who asked me to ask for that dorfing is now simultaneously horrified and in stitches.
Well done!
hehe.

e: embark!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **November 16, 2013, 07:21:18 am**

+An ambush! Drive them out!

Oh god, I just unpaused the game. I don't see any dangerous creatures except for these:

| | |
|--|----------|
| Snang Dostnguslu, Goblin Swordsman | Friendly |
| Aslot Olngolam, Goblin Swordsman | Friendly |
| Smunstu Ozudusbu, Goblin Spearmaster | Friendly |
| Ber Otkelosnun, Goblin Pikeman | Friendly |
| Smunstu Strogagslaxu, Goblin Pikeman | Friendly |
| Ago Matozemkom, Goblin Master Thief | Friendly |
| Zolak Akazgozru, Goblin Master Thief | Friendly |
| Tekkud Uucaredtul, Ghostly Trader | Undead |
| Punkin, Troll | Friendly |
| Ngokang, Troll Pump Operator | Friendly |
| B&X, Troll | Friendly |
| Ber, Troll | Friendly |
| Atu Urarsuxo, Goblin Hammerman | Friendly |
| B&X Toslugolingo, Goblin Hammerman | Friendly |
| Strodno Stoslosnamoz, Goblin Hammerman | Friendly |
| Aslot Zolaksangosm, Goblin Elite Bowman | Friendly |
| Zom Stosbubumstrux, Goblin Pikeman | Friendly |
| Amxu Uksosnabok, Goblin Thief | Friendly |
| Atu Unugem, Goblin Master Thief | Friendly |
| Ngokang Stosbubdomo, Goblin Master Thief | Friendly |

I'll be careful anyway...

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Lolfail0009** on **November 16, 2013, 07:34:32 am**

Quote from: Yuli Viasi on November 16, 2013, 07:21:18 am
+An ambush! Drive them out!

Oh god, I just unpaused the game. I don't see any dangerous creatures except for these:

| | |
|--|----------|
| Snang Dostnguslu, Goblin Swordsman | Friendly |
| Aslot Olngolam, Goblin Swordsman | Friendly |
| Smunstu Ozudusbu, Goblin Spearmaster | Friendly |
| Ber Otkelosnun, Goblin Pikeman | Friendly |
| Smunstu Strogagslaxu, Goblin Pikeman | Friendly |
| Ago Matozemkom, Goblin Master Thief | Friendly |
| Zolak Akazgozru, Goblin Master Thief | Friendly |
| Tekkud Uucaredtul, Ghostly Trader | Undead |
| Punkin, Troll | Friendly |
| Ngokang, Troll Pump Operator | Friendly |
| B&X, Troll | Friendly |
| Ber, Troll | Friendly |
| Atu Urarsuxo, Goblin Hammerman | Friendly |
| B&X Toslugolingo, Goblin Hammerman | Friendly |
| Strodno Stoslosnamoz, Goblin Hammerman | Friendly |
| Aslot Zolaksangosm, Goblin Elite Bowman | Friendly |
| Zom Stosbubumstrux, Goblin Pikeman | Friendly |
| Amxu Uksosnabok, Goblin Thief | Friendly |
| Atu Unugem, Goblin Master Thief | Friendly |
| Ngokang Stosbubdomo, Goblin Master Thief | Friendly |

I'll be careful anyway...

I know this is unheard of 'round these parts, but BE SAFE.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **November 16, 2013, 07:46:12 am**

for a moment, i actually thought that we did it. that we returned to the world of the living. this time we would not repeat our old mistakes. we would live forever. everybody thought so. who could blame us? with the powers our protector bestowed upon us we had nothing to fear. even the horrors HE sent to throw us back into the abyss we no match to anima'rytak. but even gods have to sleep...

we won't fail this time.

so i took a look at the stuff lying around or wagon in hopes of finding an axe (i forgot to take one with me and now there's not enough space to build proper walls on the surface, i may have to dig into the hill) but unless you count some steel armour, the only useful thing i found is the artifact gem cage that was made during one of my turns. right next to it lies the severed hand of my first murdermachines dorf. how symbolic.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **November 16, 2013, 07:58:34 am**

guys. i found an axe. i found THE axe. it still lies where anima dropped it. wlerin was right. a thrall showed up and is currently fighting a goblin master thief. i keep getting ambush alerts from beneath the earth all the time...
tryrar is being haunted by his own ghost.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **November 16, 2013, 08:35:07 am**

without the goblins we would have lost againby now. dwarves keep running off into nowhere like the fools they are but i somehow managed to keep them save until now. they reclaimed the void gods axe, but puff is hesitating to use it on a tree for some reason. the construction of the walls goes on slowly because i've been so smart to use the third heaviest stone in the game as the buiding material. shit.

haul them. haul the rocks if you want to live.

quick question: after i enabled woodcutting on everyone nobody picked up the axe anyway, eventhough it is claimed and lying in our weapons stockpile. nobody is dumping stuff too. any ideas on how to solve this?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **wlerin** on **November 16, 2013, 08:36:50 am**

Quote from: Yuli Viasi on November 16, 2013, 07:58:34 am
i keep getting ambush alerts from beneath the earth all the time...
Yeh, thralls are really good ambushers for some reason.

Also,
>one military dwarf
>no medical dwarves

We're so dead.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **November 16, 2013, 08:58:07 am**

No amount of medics can save us unless we bring order to this clusterfuck anyway. which probably won't happen. i figured out what the dumping problem was, i forgot to claim the items first. but there's still the woodcutting problem.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **November 16, 2013, 09:55:36 am**

All problems solved.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **SanDiego** on **November 16, 2013, 01:01:38 pm**

Quote from: wlerin on November 16, 2013, 08:36:50 am
>no medical dwarves
We're so dead.
I'd say this is improvement over Mad Fool.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Mr. Strange** on **November 16, 2013, 03:41:08 pm**

Quote from: Yuli Viasi on November 16, 2013, 09:55:36 am
All problems solved.
We died already?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **AnimaRytak** on **November 16, 2013, 04:50:05 pm**

I don't even know where we're at anymore.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **November 16, 2013, 05:07:41 pm**

HE LIVES!!!

welcome back anima! we just did a reclaim, so far still alive, and improved with no mad doc around! 1 millitary dwarf and no medics! arent we doing swell right now?

Only problem is how to clean up the surface...i vote we make a WALL around the entire map, only leaving the western side slightly opened (more like a kill-zone area) so that way we can safely get our wood...and the spawned void-spawn/goblin/kolbold and the eventual elven raids/seiges would be forced to the killzone area...double bonous if we manage to make a deep pit with a raise up dropbridge with swords/spears upright on the bottom..and maybe a small airlock zone after the bridge for traders....*SO WE CAN ~~MURDER~~ ~~Steal~~ borrow for an unlimited time from their ~~DEAD~~ permanently resting bodies...that are cold, and wet we need noodle to make a battery frist though...*

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Lolfail0009** on **November 16, 2013, 07:57:21 pm**

Quote from: AnimaRytak on November 16, 2013, 04:50:05 pm
I don't even know where we're at anymore.

Basically, we've reclaimed the clusterfuck and Yuli thinks another clusterfuck needs to happen so that we can populate the reclaimed clusterfuck.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **tryrar** on **November 16, 2013, 08:43:53 pm**

Quote from: Lolfail0009 on November 16, 2013, 07:57:21 pm
Quote from: AnimaRytak on November 16, 2013, 04:50:05 pm
I don't even know where we're at anymore.

Basically, we've reclaimed the clusterfuck and Yuli thinks another clusterfuck needs to happen so that we can populate the reclaimed clusterfuck.

So, business as usual, huh? :P

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **November 16, 2013, 10:09:55 pm**

Quote from: tryrar on November 16, 2013, 08:43:53 pm
Quote from: Lolfail0009 on November 16, 2013, 07:57:21 pm
Quote from: AnimaRytak on November 16, 2013, 04:50:05 pm
I don't even know where we're at anymore.

Basically, we've reclaimed the clusterfuck and Yuli thinks another clusterfuck needs to happen so that we can populate the reclaimed clusterfuck.

So, business as usual, huh? :P

(puts on shades and a kick ass buisness outfit fit for a dwarf)

Business as usual...NOW GET TO THE !FUN! MAGGOT!!! (throws shades in epic way and crushes them)

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **wlerin** on **November 17, 2013, 03:31:57 am**

Shades are for elves. Real dwarves never have to look the sun in the eye.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **November 17, 2013, 03:49:43 am**

Quote from: AnimaRytak on November 16, 2013, 04:50:05 pm
I don't even know where we're at anymore.

w000000000000000000000000t

Quote from: Lolfail0009 on November 16, 2013, 07:57:21 pm

Basically, we've reclaimed the clusterfuck and Yuli thinks another clusterfuck needs to happen so that we can populate the reclaimed clusterfuck.

pls forgive me.

Quote from: Yuli Vlasov on November 17, 2013, 03:52:02 am

Quote from: Lofail0009 on November 16, 2013, 07:57:21 pm

Basically, we've reclaimed the clusterfuck and Yuli thinks another clusterfuck needs to happen so that we can populate the reclaimed clusterfuck.

pls forgive me.

I will, she won't :P

Quote from: Yuli Vlasi on November 17, 2013, 03:49:43 am
where are the forgotten beasts?
Hard to say as I believe their locations are random, but if you see forgotten beast webs lying about, be on your guard.
Did you manage to dig into the fort?

Quote from: wlerin on November 17, 2013, 04:21:15 am

Quote from: Yuli Vlasov on November 17, 2013, 03:49:43 am

where are the forgotten beasts?

Hard to say as I believe their locations are random, but if you see forgotten beast webs lying about, be on your guard.

Did you manage to dig into the fort?

dude you scared me ^^ most of the underground farms is covered in webs. luckily it's just cave spider silk. i'll get some screenshots up soon.

btw, some migrants arrived.

At least one forgotten beast got taken out by a goblins swordsman:



the migrants:
The suturer Medtob
[Spoiler](#) (click to show/hide)

Medtob Cattenetur has been quite content lately.
He is married to Unih Soldcanyons.
He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Page of Flame. He arrived at Usanstakud Nazushmestthos on the 28th of Menatite in the year 267.
He is ninety-eight years old, born on the 1st of Granite in the year 169.
He is tall and very muscular. His raw umber eyes are sunken. His hair is crinkly. His medium-length sideburns are braided. His very long moustache is arranged in double braids. His very long beard is neatly combed. His short hair is neatly combed. He has a square chin. His slightly flattened ears are extremely tall. His head is somewhat short. His hair is dark tan mixed with gray. His skin is brown.
He is very strong and tough.
Medtob Cattenetur likes abadian, steel, golden beryl, sea lamprey leather, giant wild bear hoof, pig tail fiber fabric, shields, crowns, splints and yaks for their shaggy hair. When possible, he prefers to consume seahorse and fisher berry wine. He absolutely detests hats.
He has a great affinity for language, a good intellect and willpower, but he has poor spatial senses and next to no natural musical ability.
He only rarely feels strong cravings or urges. He is not a risk-taker. He is not straightforward when dealing with others. He finds helping others rewarding. He tries to live a well-organized life. He strives for excellence. He often gives his knuckles a good crack when he's thinking hard. He needs alcohol to get through the working day.
A short, sturdy creature fond of drink and industry.

and his wife, the metalsmith Udib
 Spoiler (click to show/hide)
 Unib Esdortobul has been quite content lately.
 She is married to Medtob Channelboulders.
 She is a citizen of The Smooth Hells. She is a member of Bodythief the Void-Uraith. She is a former member of The Cudgel of Masters. She is a former member of The Page of Flame. She arrived at Meantokud Meantuchmetos on the 28th of Hematite in the year 262.
 She is one hundred five years old, born on the 1st of Granite in the year 162.
 She is average in size. Her raw amber eyes are sunken. Her very short hair is neatly combed. Her ears are slightly flattened. Her head is somewhat short. Her hair is dark tan mixed with gray. Her skin is brown.
 She is indefatigable.
 Unib Esdortobul likes slate, iron, melanite, ibex horn, bolts, backpacks, amulets and wolverines for their tenacity. When possible, she prefers to consume giant horseshoe crab and sunshine.
 She absolutely detests large roaches.
 She has great creativity and a little willpower, little linguistic ability and poor spatial senses.
 She is often nervous. She rarely feels discouraged. She never feels tempted to overindulge in anything. She is very distant and reserved. She is very assertive. She lives for risk and excitement. She can be very happy and optimistic. She appreciates art and natural beauty. She is uncomfortable with change. She believes that some deception is necessary in relationships with others. She doesn't go out of her way to do more work than necessary. She tenses up when she's nervous. She keeps her voice very quiet when she is nervous. She skips over to others when she meets them. She needs alcohol to get through the working day.
 A short, sturdy creature fond of drink and industry.

The jeweler Kogsak

Spoiler (click to show/hide)

Kogsak Sakzuluz has been quite content lately. He has been haunted by the dead lately. He is a citizen of The Smooth Helm. He is a member of Bodysief the Void-Vraith. He is a former member of The Pulley of Clubs. He arrived at Usanstakud Nazushmestthos on the 20th of Menatite in the year 267.

He is one hundred years old, born on the 1st of Granite in the year 167.

He is tall. His very long sideburns are braided. His long moustache is arranged in double braids. His very long beard is arranged in double braids. His short hair is neatly combed. He has a square chin. His nose is upturned. His somewhat narrow raw umber eyes are sunken. His head is somewhat short. His hair is dark tan mixed with gray. His skin is brown.

He is incredibly tough.

Kogsak Sakzuluz likes quartzite, trifle pewter, pink garnet, crystal glass, desert tortoise bone, gems, bolts, helms and donkeys for their stubbornness. When possible, he prefers to consume blue peafowl and bumblebee mead. He absolutely detests purring maggots.

He has a sharp intellect, a feel for music and a good feel for social relationships.

He tends to avoid crowds. He likes to try new things. He dislikes intellectual discussions. He doesn't like to compromise with others. He is organized. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

The STRAND EXTRACTOR Olin
 Spoiler (click to show/hide)

Olin Itebatul has been quite content lately.

She is married to Asob Violencebusts.

She is a catkin of the Smooth He. She is a member of Bodytheif the Void-Wraith. She is a former member of The Pulley of Clubs. She is a former member of The Armor of Notches. She arrived at Usanstkakud Mazuchnesthos on the 28th of Hematite in the year 267.

She is one hundred twenty-seven years old, born on the 1st of Granite in the year 140.

She is average in size. She has an angular chin. Her hair is clean-shaven. Her somewhat narrow raw umber eyes are sunken. Her slightly flattened ears are tall. Her skin is brown.

She is quite durable.

Olin Itebatul likes pitchblende, silver, brown zircon, giant mink tooth, pig tail fiber fabric, cabochons, spears, scepters and giraffes for their long necks. When possible, she prefers to consume giant kestrel and fisher berries.

She has a poor kinesthetic sense and little patience. She absolutely detests mosquitos.

She rarely feels discouraged. She is very active. She loves a good thrill. She isn't given to flights of fancy. She lacks confidence. She needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

the fish cleaner Fikod
 Spoiler (click to show/hide)

Fikod Sarveshcilob has been quite content lately. He admired a fine Bridge lately.
 He is married to Ezum Taperabbey.
 He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Uraith. He is a former member of The Armor of Notches. He arrived at Usanstakud Nazushmestthos on the 20th of Menatite in the year 2677.
 He is ninety-seven years old, born on the 1st of Granite in the year 170.
 He is scrawny. His very long sideburns are neatly combed. His very long moustache is arranged in double braids. His very long beard is braided. His hair is clean-shaven. He has a deeply recessed chin. His raw unber eyes are sunken. His ears are slightly flattened. His skin is brown.
 He is agile, slow to tire and tough, but he is weak.
 Fikod Sarveshcilob likes claystone, bismuth, onyx opal, grizzly bear leather, maces, floodgates, earrings, turkeys for their snood and damselflies for their coloration. When possible, he prefers to consume bobcat and Longland beer. He absolutely detests hamsters.
 He has very good constitution.
 He feels strong urges and seeks short-term rewards. He is assertive. He loves to defy convention. He does not trust others. He is candid and sincere in dealings with others. He doesn't like to compromise with others. He needs alcohol to get through the working day. He does not mind being outdoors, at least for a time.

A short, sturdy creature fond of drink and industry.

Hee beekeeper Asob (Olin's husband)

[Spoiler](#) (click to show/hide)

Asob Lirukabel has been quite content lately. He has been haunted by the dead lately. He is married to Olin Postford. He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Uraith. He is a former member of The Armor of Notches. He arrived at Usanstaduk Mazushmesthos on the 20th of Menatite in the year 267. He is one hundred twenty-two years old, born on the 1st of Granite in the year 145. He is average in size. He has a recessed chin. His sideburns are clean-shaven. His very long moustache is arranged in double braids. His medium-length beard is braided. His hair is clean-shaven. His raw amber eyes are sunken. His somewhat narrow ears are extremely tall. His skin is brown. He is slow to tire. Asob Lirukabel likes rock salt, fine pewter, chrysoberyl, giant copperhead snake bone, bolts, bucklers and goblets. When possible, he prefers to consume bumblebee mead. He absolutely detests oysters. He has a great kinesthetic sense and good intuition, but he has an iffy memory. He is often nervous and is quick to anger. He is comfortable in social situations. He occasionally overindulges. He enjoys the company of others. He loves a good thrill. He is often cheerful. He is candid and sincere in dealings with others. He taps his feet when he's annoyed. He needs alcohol to get through the working day. He does not mind being outdoors, at least for a time. A short, sturdy creature fond of drink and industry.

and the two pressers Kivish
 Spoiler (click to show/hide)

Kivish Fikodinaz has been quite content lately.
 He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Vraith. He is a former member of The Armor of Notches. He arrived at Usanstakud Nazushmestthos on the 28th of Henatite in the year 267.
 He is one hundred fifty-one years old, born on the 1st of Granite in the year 116.
 He is average in size. His very long sideburns are braided. His very long moustache is arranged in double braids. His very long beard is neatly combed. His very long hair is braided. He has a recessed chin. His nose is incredibly upturned. His slightly flattened ears are extraordinarily broad. His slightly thin-irised raw umber eyes are slightly sunken. His somewhat short head is somewhat narrow. His eyebrows are slightly low. His hair is white. His skin is brown.
 He is extremely quick to tire.
 Kivish Fikodinaz likes porcelain, copper, sunstone, unicorn horn and shields. When possible, he prefers to consume moghopper and swamp whiskey. He absolutely detests flies.
 He has very good creativity and a good intellect, but he has a shortage of patience and a poor kinesthetic sense.
 He appreciates art and natural beauty. He is mostly unaware of his own emotions and rarely expresses them. He is put off by authority and tradition. He is candid and sincere in dealings with others. He is very willing to compare himself favorably with others. He chews his cheek when he's bored. He tenses up when he's nervous. He needs alcohol to get through the working day.
 A short, sturdy creature fond of drink and industry.

and Ezum, Fikod's wife

Spoiler (click to show/hide)

Ezum Timmarkulet has been quite content lately.
She is married to Fikod Furnaceroof.
She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The Crystalline Board. She is a former member of The Armor of Notches. She arrived at Usanstakud Mazushmestthos on the 20th of Hematite in the year 267.
She is ninety-six years old, born on the 1st of Granite in the year 171.
She is scrawny. Her hair is clean-shaven. Her raw umber eyes are sunken. She has a deeply recessed chin. Her nose is slightly upturned. Her fifth toe, right foot is gone. Her skin is brown. Her ears are slightly flattened.
She is incredibly tough, but she is clumsy and weak.
Ezum Timmarkulet likes native silver, nickel silver, heliodor, nether-cap wood, gray squirrel bone, gizzard stones, spears, amulets, horses for their strength and green tree frog men for their distinct mating call. When possible, she prefers to consume sewer brew and dwarven wheat flour. She absolutely detests snails.
She has a natural inclination toward language, an ability to read emotions fairly well and good creativity, but she has very bad intuition.
She often feels discouraged. She can handle stress. She tends to avoid crowds. She loves to take charge and direct activities. She is rarely happy or enthusiastic. She is slow to trust others. She finds helping others rewarding. She is extremely cautious. She clicks her tongue occasionally when she's bored. She needs alcohol to get through the working day.
A short, sturdy creature fond of drink and industry.

Tell me if you want to get dorfed as anyone of these.

The airlock:



It's made out of pitchblende. A depot is currently being constructed next to it. The stairs lead up to the roof, nothing special there yetbut now that we have a beekeeper I plan to put beehives up there. The levers for the bridges can be found in the underground farms. My next goal is to a) reactivate them b) find the void god. down there the items did not move, so he should still be lyig around in the golden pyramid next to his voidspawn bone sarcophag.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Lolfail0009** on **November 17, 2013, 05:10:28 am**

Quote from: Yuli Vlasi on November 17, 2013, 05:08:43 am

The migrants:
The suturer Medtob
Spoiler (click to show/hide)
Medtob Cattenetur has been quite content lately.
He is married to Unib Soldcanyons.
He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Page of Flame. He arrived at Usanstakud Mazushmestthos on the 20th of Hematite in the year 267.
He is ninety-eight years old, born on the 1st of Granite in the year 169.
He is tall and very muscular. His raw umber eyes are sunken. His hair is crinkly. His medium-length sideburns are braided. His very long moustache is arranged in double braids. His very long beard is neatly combed. His short hair is neatly combed. He has a square chin. His slightly flattened ears are extremely tall. His head is somewhat short. His hair is dark tan mixed with gray. His skin is brown.
He is very strong and tough.
Medtob Cattenetur likes steel, golden beryl, sea lamprey leather, giant wild boar hoof, pig tail fiber fabric, shields, crowns, splints and yaks for their shaggy hair. When possible, he prefers to consume seahorse and fisher berry wine. He absolutely detests bats.
He has a great affinity for language, a good intellect and willpower, but he has poor spatial senses and next to no natural musical ability.
He only rarely feels strong cravings or urges. He is not a risk-taker. He is not straightforward when dealing with others. He finds helping others rewarding. He tries to live a well-organized life. He strives for excellence. He often gives his knuckles a good crack when he's thinking hard. He needs alcohol to get through the working day.
A short, sturdy creature fond of drink and industry.

and his wife, the metalsmith Udib
Spoiler (click to show/hide)
Unib Esdortobul has been quite content lately.
She is married to Medtob Channelbuilders.
She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The Cudgel of Masters. She is a former member of The Page of Flame. She arrived at Usanstakud Mazushmestthos on the 20th of Hematite in the year 267.
She is one hundred five years old, born on the 1st of Granite in the year 162.
She is average in size. Her raw umber eyes are sunken. Her very short hair is neatly combed. Her ears are slightly flattened. Her head is somewhat short. Her hair is dark tan mixed with gray. Her skin is brown.
She is indefatigable.
Unib Esdortobul likes slate, iron, melanite, ibex horn, bolts, backpacks, amulets and wolverines for their tenacity. When possible, she prefers to consume giant horseshoe crab and sunshine.
She absolutely detests large roaches.
She has great creativity, but she has little willpower, little linguistic ability and poor spatial senses.
She is often nervous. She rarely feels discouraged. She never feels tempted to overindulge in anything. She is very distant and reserved. She is very assertive. She lives for risk and excitement. She can be very happy and optimistic. She appreciates art and natural beauty. She is uncomfortable with change. She believes that some deception is necessary in relationships with others. She doesn't go out of her way to do more work than necessary. She tenses up when she's nervous. She keeps her voice very quiet when she is nervous. She skips over to others when she meets them. She needs alcohol to get through the working day.
A short, sturdy creature fond of drink and industry.

The jeweler Kogsak
Spoiler (click to show/hide)
Kogsak Sakzuluz has been quite content lately. He has been haunted by the dead lately.
He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Pulley of Clubs. He arrived at Usanstakud Mazushmestthos on the 20th of Hematite in the year 267.
He is one hundred years old, born on the 1st of Granite in the year 167.
He is tall. His very long sideburns are braided. His long moustache is arranged in double braids. His very long beard is arranged in double braids. His short hair is neatly combed. He has a square chin. His nose is upturned. His somewhat narrow raw umber eyes are sunken. His head is somewhat short. His hair is dark tan mixed with gray. His skin is brown.
He is incredibly tough.
Kogsak Sakzuluz likes quartzite, trifle pewter, pink garnet, crystal glass, desert tortoise bone, gems, bolts, helms and donkeys for their stubbornness. When possible, he prefers to consume blue pearful and humbeeb mead. He absolutely detests purring maggots.
He has a sharp intellect, a flair for music and a good feel for social relationships.
He tends to avoid crowds. He likes to try new things. He dislikes intellectual discussions. He doesn't like to compromise with others. He is organized. He needs alcohol to get through the working day.
A short, sturdy creature fond of drink and industry.

the STRAND EXTRACTOR Olin
Spoiler (click to show/hide)
Olin Itebatul has been quite content lately.
She is married to Asob Violencebusts.
She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The Pulley of Clubs. She is a former member of The Armor of Notches. She arrived at Usanstakud Mazushmestthos on the 20th of Hematite in the year 267.
She is one hundred twenty-seven years old, born on the 1st of Granite in the year 140.
She is average in size. She has an angular chin. Her hair is clean-shaven. Her somewhat narrow raw umber eyes are sunken. Her slightly flattened ears are tall. Her skin is brown.
She is quite durable.
Olin Itebatul likes pitchblende, silver, brown zircon, giant mink tooth, pig tail fiber fabric, cabochons, spears, scepters and giraffes for their long necks. When possible, she prefers to consume giant kestrel and fisher berry wine. She absolutely detests mosquitos.
She has a poor kinesthetic sense and little patience.
She rarely feels discouraged. She is very active. She loves a good thrill. She isn't given to flights of fancy. She lacks confidence. She needs alcohol to get through the working day.
A short, sturdy creature fond of drink and industry.

the fish cleaner Fikod
Spoiler (click to show/hide)
Fikod Sarveschilob has been quite content lately. He admired a fine Bridge lately.
He is married to Ezum Iaperabbey.
He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Armor of Notches. He arrived at Usanstakud Mazushmestthos on the 20th of Hematite in the year 267.
He is ninety-seven years old, born on the 1st of Granite in the year 170.
He is scrawny. His very long sideburns are neatly combed. His very long moustache is arranged in double braids. His very long beard is braided. His hair is clean-shaven. He has a deeply recessed chin. His raw umber eyes are sunken. His ears are slightly flattened. His skin is brown.
He is agile, slow to tire and tough, but he is weak.
Fikod Sarveschilob likes claystone, bisnuth, onyx opal, grizzly bear leather, naces, floodgates, earrings, turkeys for their snood and damselflies for their coloration. When possible, he prefers to consume hobart and longland beer. He absolutely detests hamsters.
He has very good creativity.
He feels strong urges and seeks short-term rewards. He is assertive. He loves to defy convention. He does not trust others. He is candid and sincere in dealings with others. He doesn't like to compromise with others. He needs alcohol to get through the working day. He does not mind being outdoors, at least for a time.
A short, sturdy creature fond of drink and industry.

the beekeeper Asob (Olin's husband)
Spoiler (click to show/hide)
Asob Lirukabel has been quite content lately. He has been haunted by the dead lately.
He is married to Olin Postford.
He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Armor of Notches. He arrived at Usanstakud Mazushmestthos on the 20th of Hematite in the year 267.
He is one hundred twenty-two years old, born on the 1st of Granite in the year 145.
He is average in size. He has a recessed chin. His sideburns are clean-shaven. His very long moustache is arranged in double braids. His medium-length beard is braided. His hair is clean-shaven. His raw umber eyes are sunken. His somewhat narrow ears are extremely tall. His skin is brown.
He is slow to tire.
Asob Lirukabel likes rock salt, fine pewter, chrysoberyl, giant copperhead snake bone, bolts, bucklers and goblets. When possible, he prefers to consume humbeeb mead. He absolutely detests oysters.
He has a great kinesthetic sense and good intuition, but he has an iffy memory.
He is often nervous. He is quick to anger. He is comfortable in social situations. He occasionally overindulges. He enjoys the company of others. He loves a good thrill. He is often cheerful. He is candid and sincere in dealings with others. He taps his feet when he's annoyed. He needs alcohol to get through the working day. He does not mind being outdoors, at least for a time.
A short, sturdy creature fond of drink and industry.

and the two pressers Kivish
Spoiler (click to show/hide)
Kivish Fikodinaz has been quite content lately.
He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Armor of Notches. He arrived at Usanstakud Mazushmestthos on the 20th of Hematite in the year 267.
He is one hundred fifty-one years old, born on the 1st of Granite in the year 116.
He is average in size. His very long sideburns are braided. His very long moustache is arranged in double braids. His very long beard is neatly combed. His very long hair is braided. He has a recessed chin. His nose is incredibly upturned. His slightly flattened ears are extraordinarily broad. His slightly thin-irised raw umber eyes are slightly sunken. His somewhat short head is somewhat narrow. His eyebrows are slightly low. His hair is white. His skin is brown.
He is extremely quick to tire.
Kivish Fikodinaz likes porcelain, copper, sunstone, unicorn horn and shields. When possible, he prefers to consume moghopper and swamp whiskey. He absolutely detests flies.
He has very good creativity and a good intellect, but he has a shortage of patience and a poor kinesthetic sense.
He appreciates art and natural beauty. He is mostly unaware of his own emotions and rarely expresses them. He is put off by authority and tradition. He is candid and sincere in dealings with others. He is very willing to compare himself favorably with others. He chews his cheek when he's bored. He tenses up when he's nervous. He needs alcohol to get through the working day.
A short, sturdy creature fond of drink and industry.

and Ezum, Fikod's wife
Spoiler (click to show/hide)
Ezum Timmarkulet has been quite content lately.
She is married to Fikod Furnaceroof.
She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The Crystalline Board. She is a former member of The Armor of Notches. She arrived at Usanstakud Mazushmestthos on the 20th of Hematite in the year 267.
She is ninety-six years old, born on the 1st of Granite in the year 171.
She is scrawny. Her hair is clean-shaven. Her raw umber eyes are sunken. She has a deeply recessed chin. Her nose is slightly upturned. Her fifth toe, right foot is gone. Her skin is brown. Her ears are slightly flattened.
She is incredibly tough, but she is clumsy and weak.
Ezum Timmarkulet likes native silver, nickel silver, heliodor, nether-cap wood, gray squirrel bone, gizzard stones, spears, amulets, horses for their strength and green tree frog men for their distinct mating call. When possible, she prefers to consume sewer brew and dwarven wheat flour. She absolutely detests snails.
She has a natural inclination toward language, an ability to read emotions fairly well and good creativity, but she has very bad intuition.
She often feels discouraged. She can handle stress. She tends to avoid crowds. She loves to take charge and direct activities. She is rarely happy or enthusiastic. She is slow to trust others. She finds helping others rewarding. She is extremely cautious. She clicks her tongue occasionally when she's bored. She needs alcohol to get through the working day.
A short, sturdy creature fond of drink and industry.

Kyh, you can put the dimple cups away now. You're safe.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Vlasi** on **November 17, 2013, 05:12:44 am**

Quote from: Lolfail0009 on November 17, 2013, 05:10:28 am

Quote from: Yuli Vlasl on November 17, 2013, 05:08:43 am

| |
|--|
| <div>The migrants:
The suturer Medtob
Spoiler (click to show/hide)
Medtob Cattenetur has been quite content lately.
He is married to Unib Soldcanyons.
He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Page of Flame. He arrived at Usanstakud Nazushmestthos on the 20th of Hematite in the year 267.
He is ninety-eight years old, born on the 1st of Granite in the year 169.
He is tall and very muscular. His raw umber eyes are sunken. His hair is crinkly. His medium-length sideburns are braided. His very long moustache is arranged in double braids. His very long beard is neatly combed. His short hair is neatly combed. He has a square chin. His slightly flattened ears are extremely tall. His head is somewhat short. His hair is dark tan mixed with gray. His skin is brown.
He is very strong and tough.
Medtob Cattenetur likes obsidian, steel, golden beryl, sea lamprey leather, giant wild boar hoof, pig tail fiber fabric, shields, crowns, splints and yaks for their shaggy hair. When possible, he prefers to consume seahorse and fisher berry wine. He absolutely detests bats.
He has a great affinity for language, a good intellect and willpower, but he has poor spatial senses and next to no natural musical ability.
He only rarely feels strong cravings or urges. He is not a risk-taker. He is not straightforward when dealing with others. He finds helping others rewarding. He tries to live a well-organized life. He strives for excellence. He often gives his knuckles a good crack when he's thinking hard. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.</div> |
| <div>and his wife, the metalsmith Udib
Spoiler (click to show/hide)
Unib Esdortobul has been quite content lately.
She is married to Medtob Channelboulders.
She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The Cudgel of Masters. She is a former member of The Page of Flame. She arrived at Usanstakud Mazushmestthos on the 20th of Hematite in the year 267.
She is one hundred five years old, born on the 1st of Granite in the year 162.
She is average in size. Her raw umber eyes are sunken. Her very short hair is neatly combed. Her ears are slightly flattened. Her head is somewhat short. Her hair is dark tan mixed with gray. Her skin is brown.
She is indefatigable.
Unib Esdortobul likes slate, iron, melanite, ibex horn, bolts, backpacks, amulets and wolverines for their tenacity. When possible, she prefers to consume giant horseshoe crab and sunshine. She absolutely detests large roaches.
She has great creativity, but she has little willpower, little linguistic ability and poor spatial senses.
She is often nervous. She rarely feels discouraged. She never feels tempted to overindulge in anything. She is very distant and reserved. She is very assertive. She lives for risk and excitement. She can be very happy and optimistic. She appreciates art and natural beauty. She is uncomfortable with change. She believes that some deception is necessary in relationships with others. She doesn't go out of her way to do more work than necessary. She tenses up when she's nervous. She keeps her voice very quiet when she is nervous. She skips over to others when she meets them. She needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.</div> |
| <div>The jeweler Kogsak
Spoiler (click to show/hide)
Kogsak Sakzuluz has been quite content lately. He has been haunted by the dead lately.
He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Pulley of Clubs. He arrived at Usanstakud Nazushmestthos on the 20th of Hematite in the year 267.
He is one hundred years old, born on the 1st of Granite in the year 167.
He is tall and very muscular. His long sideburns are braided. His long moustache is arranged in double braids. His very long beard is arranged in double braids. His short hair is neatly combed. He has a square chin. His nose is upturned. His somewhat narrow raw umber eyes are sunken. His head is somewhat short. His hair is dark tan mixed with gray. His skin is brown.
He is incredibly tough.
Kogsak Sakzuluz likes quartzite, trifle pewter, pink garnet, crystal glass, desert tortoise bone, gems, bolts, helms and donkeys for their stubbornness. When possible, he prefers to consume blue peafowl and humblebee mead. He absolutely detests purring maggots.
He has a sharp intellect, a feel for music and a good feel for social relationships.
He tends to avoid crowds. He likes to try new things. He dislikes intellectual discussions. He doesn't like to compromise with others. He is organized. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.</div> |
| <div>the STRAND EXTRACTOR Olin
Spoiler (click to show/hide)
Olin Itebatul has been quite content lately.
She is married to Asob Uolencebusts.
She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The Pulley of Clubs. She is a former member of The Armor of Notches. She arrived at Usanstakud Mazushmestthos on the 20th of Hematite in the year 267.
She is one hundred twenty-seven years old, born on the 1st of Granite in the year 140.
She is average in size. She has an angular chin. Her hair is clean-shaven. Her somewhat narrow raw umber eyes are sunken. Her slightly flattened ears are tall. Her skin is brown.
She is quite durable.
Olin Itebatul likes pitchblende, silver, brown zircon, giant mink tooth, pig tail fiber fabric, cabochons, spears, scepters and giraffes for their long necks. When possible, she prefers to consume giant kestrel and fisher berry wine. She absolutely detests mosquitos.
She has a keen kinesthetic sense and little patience.
She rarely feels discouraged. She is very active. She loves a good thrill. She isn't given to flights of fancy. She lacks confidence. She needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.</div> |
| <div>the fish cleaner Fikod
Spoiler (click to show/hide)
Fikod Sarveshilob has been quite content lately. He admired a fine Bridge lately.
He is married to Ezum Taperabbey.
He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Armor of Notches. He arrived at Usanstakud Nazushmestthos on the 20th of Hematite in the year 267.
He is ninety-seven years old, born on the 1st of Granite in the year 170.
He is scrawny. His very long sideburns are neatly combed. His very long moustache is arranged in double braids. His very long beard is braided. His hair is clean-shaven. He has a deeply recessed chin. His raw umber eyes are sunken. His ears are slightly flattened. His skin is brown.
He is agile, slow to tire and tough, but he is weak.
Fikod Sarveshilob likes claystone, bismuth, onyx opal, grizzly bear leather, maces, floodgates, earrings, turkeys for their snood and damselflies for their coloration. When possible, he prefers to consume bobcat and Longland beer. He absolutely detests hamsters.
He has very good creativity.
He feels strong urges and seeks short-term rewards. He is assertive. He loves to defy convention. He does not trust others. He is candid and sincere in dealings with others. He doesn't like to compromise with others. He needs alcohol to get through the working day. He does not mind being outdoors, at least for a time.

A short, sturdy creature fond of drink and industry.</div> |
| <div>the beekeeper Asob (Olin's husband)
Spoiler (click to show/hide)
Asob Lirukahlal has been quite content lately. He has been haunted by the dead lately.
He is married to Olin Postford.
He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Armor of Notches. He arrived at Usanstakud Nazushmestthos on the 20th of Hematite in the year 267.
He is one hundred twenty-two years old, born on the 1st of Granite in the year 145.
He is average in size. He has a recessed chin. His sideburns are clean-shaven. His very long moustache is arranged in double braids. His medium-length beard is braided. His hair is clean-shaven. His raw umber eyes are sunken. His somewhat narrow ears are extremely tall. His skin is brown.
He is clean-shaven.
Asob Lirukahlal likes rock salt, fine pewter, chrysoberyl, giant copperhead snake bone, bolts, bucklers and goblets. When possible, he prefers to consume humblebee mead. He absolutely detests oysters.
He has a great kinesthetic sense and good intuition, but he has an iffy memory.
He is often nervous. He is quick to anger. He is comfortable in social situations. He occasionally overindulges. He enjoys the company of others. He loves a good thrill. He is often cheerful. He is candid and sincere in dealings with others. He taps his feet when he's annoyed. He needs alcohol to get through the working day. He does not mind being outdoors, at least for a time.

A short, sturdy creature fond of drink and industry.</div> |
| <div>and the two pressers Kivish
Spoiler (click to show/hide)
Kivish Fikodinaz has been quite content lately.
He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Armor of Notches. He arrived at Usanstakud Nazushmestthos on the 20th of Hematite in the year 267.
He is one hundred fifty-one years old, born on the 1st of Granite in the year 116.
He is average in size. His very long sideburns are braided. His very long moustache is arranged in double braids. His very long beard is neatly combed. His very long hair is braided. He has a recessed chin. His nose is incredibly upturned. His slightly flattened ears are extraordinarily broad. His slightly thin-irised raw umber eyes are slightly sunken. His somewhat short head is somewhat narrow. His eyebrows are slightly low. His hair is white. His skin is brown.
He is extremely quick to tire.
Kivish Fikodinaz likes porcelain, copper, sunstone, unicorn horn and shields. When possible, he prefers to consume moghopper and swamp whiskey. He absolutely detests flies.
He has very good creativity and a good intellect, but he has a shortage of patience and a poor kinesthetic sense.
He appreciates art and natural beauty. He is mostly unaware of his own emotions and rarely expresses them. He is put off by authority and tradition. He is candid and sincere in dealings with others. He is very willing to compare himself favorably with others. He chews his cheek when he's bored. He tenses up when he's nervous. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.</div> |
| <div>and Ezum, Fikod's wife
Spoiler (click to show/hide)
Ezum Timmarkulet has been quite content lately.
She is married to Fikod Furnaceroof.
She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The Crystalline Board. She is a former member of The Armor of Notches. She arrived at Usanstakud Mazushmestthos on the 20th of Hematite in the year 267.
She is ninety-six years old, born on the 1st of Granite in the year 171.
She is scrawny. Her hair is clean-shaven. Her raw umber eyes are sunken. She has a deeply recessed chin. Her nose is slightly upturned. Her fifth toe, right foot is gone. Her skin is brown. Her ears are slightly flattened.
She is incredibly tough, but she is clumsy and weak.
Ezum Timmarkulet likes native silver, nickel silver, heliodor, nether-cap wood, gray squirrel bone, gizzard stones, spears, amulets, horses for their strength and green tree frog men for their distinct mating call. When possible, she prefers to consume sewer brew and dwarven wheat flour. She absolutely detests snails.
She has a natural inclination toward language, an ability to read emotions fairly well and good creativity, but she has very bad intuition.
She often feels discouraged. She can handle stress. She tends to avoid crowds. She loves to take charge and direct activities. She is rarely happy or enthusiastic. She is slow to trust others. She finds helping others rewarding. She is extremely cautious. She clicks her tongue occasionally when she's bored. She needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.</div> |

Kyh, you can put the dimple cups away now. You're safe.

but those females are already married...

This is also the first time that Murdermachines population **doubles** during my turn instead of, you know...

URIST MCDEAD HAS BEEN FOUND DEAD.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**

Post by: **Dwarf4Explosives** on November 17, 2013, 05:35:57 am

My advice is basically ChaosMaker's: build a wall, leaving a small indent in it for sieges, caravans and migrants to come in. Connect the indent to a single entrance which you can close at will. That way you can first assess the threat and then kill whatever it is anyway ;).

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**

Post by: **SanDiego** on November 17, 2013, 06:08:09 am

Quote from: Yuli Vlasl on November 17, 2013, 05:08:43 am

| |
|--|
| <div>The migrants:
The suturer Medtob
Spoiler (click to show/hide)
Medtob Cattenetur has been quite content lately.
He is married to Unib Soldcanyons.
He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Page of Flame. He arrived at Usanstakud Mazushmestthos on the 20th of Hematite in the year 267.
He is ninety-eight years old, born on the 1st of Granite in the year 169.
He is tall and very muscular. His raw umber eyes are sunken. His hair is crinkly. His medium-length sideburns are braided. His very long moustache is arranged in double braids. His very long beard is neatly combed. His short hair is neatly combed. He has a square chin. His slightly flattened ears are extremely tall. His head is somewhat short. His hair is dark tan mixed with gray. His skin is brown.
He is very strong and tough.
Medtob Cattenetur likes obsidian, steel, golden beryl, sea lamprey leather, giant wild boar hoof, pig tail fiber fabric, shields, crowns, splints and yaks for their shaggy hair. When possible, he prefers to consume seahorse and fisher berry wine. He absolutely detests bats.
He has a great affinity for language, a good intellect and willpower, but he has poor spatial senses and next to no natural musical ability.
He only rarely feels strong cravings or urges. He is not a risk-taker. He is not straightforward when dealing with others. He finds helping others rewarding. He tries to live a well-organized life. He strives for excellence. He often gives his knuckles a good crack when he's thinking hard. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.</div> |
| <div>and his wife, the metalsmith Udib
Spoiler (click to show/hide)
Unib Esdortobul has been quite content lately.
She is married to Medtob Channelboulders.
She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The Cudgel of Masters. She is a former member of The Page of Flame. She arrived at Usanstakud Mazushmestthos on the 20th of Hematite in the year 267.
She is one hundred five years old, born on the 1st of Granite in the year 162.
She is average in size. Her raw umber eyes are sunken. Her very short hair is neatly combed. Her ears are slightly flattened. Her head is somewhat short. Her hair is dark tan mixed with gray. Her skin is brown.
She is indefatigable.
Unib Esdortobul likes slate, iron, melanite, ibex horn, bolts, backpacks, amulets and wolverines for their tenacity. When possible, she prefers to consume giant horseshoe crab and sunshine. She absolutely detests large roaches.
She has great creativity, but she has little willpower, little linguistic ability and poor spatial senses.
She is often nervous. She rarely feels discouraged. She never feels tempted to overindulge in anything. She is very distant and reserved. She is very assertive. She lives for risk and excitement. She can be very happy and optimistic. She appreciates art and natural beauty. She is uncomfortable with change. She believes that some deception is necessary in relationships with others. She doesn't go out of her way to do more work than necessary. She tenses up when she's nervous. She keeps her voice very quiet when she is nervous. She skips over to others when she meets them. She needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.</div> |
| <div>The jeweler Kogsak
Spoiler (click to show/hide)</div> |

Kogsak Sakzuluz has been quite content lately. He has been haunted by the dead lately.
He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Pulley of Clubs. He arrived at Usanstakud Nazushmestthos on the 20th of Hematite in the year 267.
He is one hundred years old, born on the 1st of Granite in the year 167.
He is tall. His very long sideburns are braided. His long moustache is arranged in double braids. His very long beard is arranged in double braids. His short hair is neatly combed. He has a square chin. His nose is upturned. His somewhat narrow raw umber eyes are sunken. His head is somewhat short. His hair is dark tan mixed with gray. His skin is brown.
He is incredibly tough.
Kogsak Sakzuluz likes quartzite, trifle pewter, pink garnet, crystal glass, desert tortoise bone, gems, bolts, helms and donkeys for their stubbornness. When possible, he prefers to consume blue peafowl and bumblebee mead. He absolutely detests purring maggots.
He has a sharp intellect, a feel for music and a good feel for social relationships.
He tends to avoid crowds. He likes to try new things. He dislikes intellectual discussions. He doesn't like to compromise with others. He is organized. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

the STRAND EXTRACTOR Olin
Spoiler (click to show/hide)
Olin Itebatul has been quite content lately.
She is married to Asob Violencebusts.
She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The Pulley of Clubs. She is a former member of The Armor of Notches. She arrived at Usanstakud Nazushmestthos on the 20th of Hematite in the year 267.
She is one hundred twenty-seven years old, born on the 1st of Granite in the year 140.
She is average in size. She has an angular chin. Her hair is clean-shaven. Her somewhat narrow raw umber eyes are sunken. Her slightly flattened ears are tall. Her skin is brown.
She is quite durable.
Olin Itebatul likes pitchblende, silver, brown zircon, giant mink tooth, pig tail fiber fabric, cabochons, spears, scepters and giraffes for their long necks. When possible, she prefers to consume giant kestrel and fisher berry wine. She absolutely detests mosquitos.
She has a sharp intellect, a feel for music and a good feel for social relationships.
She rarely feels discouraged. She is very active. She loves a good thrill. She isn't given to flights of fancy. She lacks confidence. She needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

the fish cleaner Fikod
Spoiler (click to show/hide)
Fikod Sarveshcilob has been quite content lately. He admired a fine Bridge lately.
He is married to Ezum Taperabbey.
He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Armor of Notches. He arrived at Usanstakud Nazushmestthos on the 20th of Hematite in the year 267.
He is ninety-seven years old, born on the 1st of Granite in the year 178.
He is scrawny. His very long sideburns are neatly combed. His very long moustache is arranged in double braids. His very long beard is braided. His hair is clean-shaven. He has a deeply recessed chin. His raw umber eyes are sunken. His ears are slightly flattened. His skin is brown.
He is agile, slow to tire and tough, but he is weak.
Fikod Sarveshcilob likes claystone, bismuth, onyx opal, grizzly bear leather, maces, floodgates, earrings, turkeys for their snood and damselflies for their coloration. When possible, he prefers to consume bobcat and Longland beer. He absolutely detests hamsters.
He has a great creativity.
He feels strong, urges and seeks short-term rewards. He is assertive. He loves to defy convention. He does not trust others. He is candid and sincere in dealings with others. He doesn't like to compromise with others. He needs alcohol to get through the working day. He does not mind being outdoors, at least for a time.

A short, sturdy creature fond of drink and industry.

the beekeeper Asob (Olin's husband)
Spoiler (click to show/hide)
Asob Lirukabel has been quite content lately. He has been haunted by the dead lately.
He is married to Olin Postford.
He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Armor of Notches. He arrived at Usanstakud Nazushmestthos on the 20th of Hematite in the year 267.
He is one hundred twenty-two years old, born on the 1st of Granite in the year 145.
He is average in size. He has a recessed chin. His sideburns are clean-shaven. His very long moustache is arranged in double braids. His medium-length beard is braided. His hair is clean-shaven. His raw umber eyes are sunken. His somewhat narrow ears are extremely tall. His skin is brown.
He is slow to tire.
Asob Lirukabel likes rock salt, fine pewter, chrysoberyl, giant copperhead snake bone, bolts, bucklers and goblets. When possible, he prefers to consume bumblebee mead. He absolutely detests oysters.
He has a great kinesthetic sense and good intuition, but he has an iffy memory.
He is often nervous. He is quick to anger. He is comfortable in social situations. He occasionally overindulges. He enjoys the company of others. He loves a good thrill. He is often cheerful. He is candid and sincere in dealings with others. He taps his feet when he's annoyed. He needs alcohol to get through the working day. He does not mind being outdoors, at least for a time.

A short, sturdy creature fond of drink and industry.

and the two pressers Kivish
Spoiler (click to show/hide)
Kivish Fikodinaz has been quite content lately.
He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Armor of Notches. He arrived at Usanstakud Nazushmestthos on the 20th of Hematite in the year 267.
He is one hundred fifty-one years old, born on the 1st of Granite in the year 116.
He is average in size. His very long sideburns are braided. His very long moustache is arranged in double braids. His very long beard is neatly combed. His very long hair is braided. He has a recessed chin. His nose is incredibly upturned. His slightly flattened ears are extraordinarily broad. His slightly thin-irised raw umber eyes are slightly sunken. His somewhat short head is somewhat narrow. His eyebrows are slightly low. His hair is white. His skin is brown.
He is extremely quick to tire.
Kivish Fikodinaz likes porcelain, copper, sunstone, unicorn horn and shields. When possible, he prefers to consume moghopper and swamp whiskey. He absolutely detests flies.
He has a great intellect, a good feel for music and a good feel for social relationships.
He appreciates art and natural beauty. He is mostly unaware of his own emotions and rarely expresses them. He is put off by authority and tradition. He is candid and sincere in dealings with others. He is very willing to compare himself favorably with others. He chews his cheek when he's bored. He tenses up when he's nervous. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

and Ezum, Fikod's wife
Spoiler (click to show/hide)
Ezum Tinnarkulet has been quite content lately.
She is married to Fikod Furnaceroof.
She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The Crystalline Board. She is a former member of The Armor of Notches. She arrived at Usanstakud Nazushmestthos on the 20th of Hematite in the year 267.
She is ninety-six years old, born on the 1st of Granite in the year 171.
She is scrawny. Her hair is clean-shaven. Her raw umber eyes are sunken. She has a deeply recessed chin. Her nose is slightly upturned. Her fifth toe, right foot is gone. Her skin is brown. Her ears are slightly flattened.
She is incredibly tough, but she is clumsy and weak.
Ezum Tinnarkulet likes native silver, nickel silver, heliodor, nether-cap wood, gray squirrel bone, gizzard stones, spears, amulets, horses for their strength and green tree frog men for their distinct mating call. When possible, she prefers to consume sewer brew and dwarven wheat flour. She absolutely detests snails.
She has a great intellect, a good feel for music and a good feel for social relationships.
She often feels discouraged. She can handle stress. She tends to avoid crowds. She loves to take charge and direct activities. She is rarely happy or enthusiastic. She is slow to trust others. She finds helping others rewarding. She is extremely cautious. She clicks her tongue occasionally when she's bored. She needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

Tell me if you want to get dorfed as anyone of these.

Dibs on the beekeeper.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **wlerin** on November 17, 2013, 06:08:44 am

Well, if he's using the old fort's farms, he's kinda stuck with the old fort's upper level and gate (which left a lot to be desired), unless he seals them off entirely.

Which is probably a good idea, both for the gate and for lower murdermachines. Who knows what's still lurking down there, hungering for dwarf blood.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **peregarrett** on November 17, 2013, 06:17:42 am

Quote from: Yuli Vlas on November 17, 2013, 05:08:43 am
The migrants:
The suturer Medtob
Spoiler (click to show/hide)
Medtob Cattenetur has been quite content lately.
He is married to Unib Soldcanyons.
He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Page of Flame. He arrived at Usanstakud Nazushmestthos on the 20th of Hematite in the year 267.
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He is very strong and tough.
Medtob Cattenetur likes obsidian, steel, golden beryl, sea lamprey leather, giant wild boar hoof, pig tail fiber fabric, shields, crowns, splints and yaks for their shaggy hair. When possible, he prefers to consume seahorse and fisher berry wine. He absolutely detests bats.
He has a great affinity for language, a good intellect and willpower, but he has poor spatial senses and next to no natural musical ability.
He only rarely feels strong cravings or urges. He is not a risk-taker. He is not straightforward when dealing with others. He finds helping others rewarding. He tries to live a well-organized life. He strives for excellence. He often gives his knuckles a good crack when he's thinking hard. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

The jeweler Kogsak
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He has a sharp intellect, a feel for music and a good feel for social relationships.
He tends to avoid crowds. He likes to try new things. He dislikes intellectual discussions. He doesn't like to compromise with others. He is organized. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

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Spoiler (click to show/hide)
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She is married to Asob Violencebusts.
She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The Pulley of Clubs. She is a former member of The Armor of Notches. She arrived at Usanstakud Nazushmestthos on the 20th of Hematite in the year 267.
She is one hundred twenty-seven years old, born on the 1st of Granite in the year 140.
She is average in size. She has an angular chin. Her hair is clean-shaven. Her somewhat narrow raw umber eyes are sunken. Her slightly flattened ears are tall. Her skin is brown.
She is quite durable.
Olin Itebatul likes pitchblende, silver, brown zircon, giant mink tooth, pig tail fiber fabric, cabochons, spears, scepters and giraffes for their long necks. When possible, she prefers to consume giant kestrel and fisher berry wine. She absolutely detests mosquitos.
She has a sharp intellect, a feel for music and a good feel for social relationships.
She rarely feels discouraged. She is very active. She loves a good thrill. She isn't given to flights of fancy. She lacks confidence. She needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

the fish cleaner Fikod
Spoiler (click to show/hide)
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He is agile, slow to tire and tough, but he is weak.
Fikod Sarveshcilob likes claystone, bismuth, onyx opal, grizzly bear leather, maces, floodgates, earrings, turkeys for their snood and damselflies for their coloration. When possible, he prefers to consume bobcat and Longland beer. He absolutely detests hamsters.
He has a great creativity.
He feels strong, urges and seeks short-term rewards. He is assertive. He loves to defy convention. He does not trust others. He is candid and sincere in dealings with others. He doesn't like to compromise with others. He needs alcohol to get through the working day. He does not mind being outdoors, at least for a time.

A short, sturdy creature fond of drink and industry.

the beekeeper Asob (Olin's husband)
Spoiler (click to show/hide)

Asob Lirukabbel has been quite content lately. He has been haunted by the dead lately. He is married to Olin Postford. He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Armor of Notches. He arrived at Usanstakud Mazushmestthos on the 28th of Hematite in the year 267. He is one hundred twenty-two years old, born on the 1st of Granite in the year 145. He is average in size. He has a recessed chin. His sideburns are clean-shaven. His very long moustache is arranged in double braids. His medium-length beard is braided. His hair is clean-shaven. His raw umber eyes are sunken. His somewhat narrow ears are extremely tall. His skin is brown. He is slow to trust. Asob Lirukabbel likes rock salt, fine pewter, chrysoberyl, giant copperhead snake bone, bolts, bucklers and goblets. When possible, he prefers to consume bumblebee mead. He absolutely detests oysters. He has a great kinesthetic sense and good intuition, but he has an iffy memory. He is often nervous. He is quick to anger. He is comfortable in social situations. He occasionally overindulges. He enjoys the company of others. He loves a good thrill. He is often cheerful. He is candid and sincere in dealings with others. He taps his feet when he's annoyed. He needs alcohol to get through the working day. He does not mind being outdoors, at least for a time.

A short, sturdy creature fond of drink and industry.

and the two pressers Kivish
Spoiler (click to show/hide)

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A short, sturdy creature fond of drink and industry.

and Ezum, Fikod's wife
Spoiler (click to show/hide)

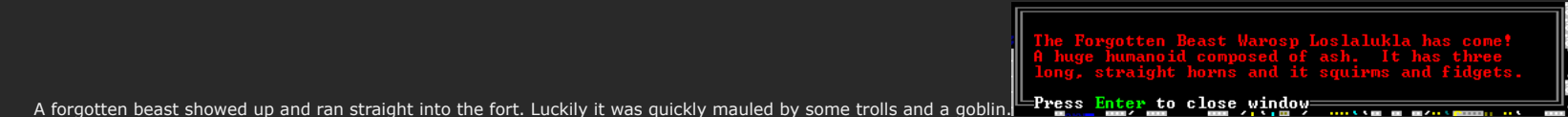
Ezum Timmarkulet has been quite content lately. She is married to Fikod Furnaceroof. She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The Crystalline Board. She is a former member of The Armor of Notches. She arrived at Usanstakud Mazushmestthos on the 28th of Hematite in the year 267. She is ninety-six years old, born on the 1st of Granite in the year 171. She is scrawny. Her hair is clean-shaven. Her raw umber eyes are sunken. She has a deeply recessed chin. Her nose is slightly upturned. Her fifth toe, right foot is gone. Her skin is brown. Her ears are slightly flattened. She is incredibly tough, but she is clumsy and weak. Ezum Timmarkulet likes native silver, nickel silver, heliodor, nether-cap wood, gray squirrel bone, gizzard stones, spears, amulets, horses for their strength and green tree frog men for their distinct mating call. When possible, she prefers to consume sewer brew and dwarven wheat flour. She absolutely detests snails. She has a natural inclination toward language, an ability to read emotions fairly well and good creativity, but she has very bad intuition. She often feels discouraged. She can handle stress. She tends to avoid crowds. She loves to take charge and direct activities. She is rarely happy or enthusiastic. She is slow to trust others. She finds helping others rewarding. She is extremely cautious. She clicks her tongue occasionally when she's bored. She needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

Tell me if you want to get dorfed as anyone of these.

Dibs on strand extractor. It's time to chew some raw adamantine and extrast strands!
Or you can delegate me engraving the slabs. We need a shitload of slabs here!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **November 17, 2013, 06:37:02 am**



A forgotten beast showed up and ran straight into the fort. Luckily it was quickly mauled by some trolls and a goblin.

The Forgotten Beast rushes by The Goblin Axeman!
The Goblin Axeman hacks The Forgotten Beast in the left lower arm from behind with her <copper great axe> and the severed part sails off in an arc!
The Forgotten Beast charges at The Goblin Axeman!
The Forgotten Beast misses The Goblin Axeman!
The Forgotten Beast collides with The Goblin Axeman!
The Goblin Axeman is knocked over and tumbles backward!
The Forgotten Beast kicks The Goblin Axeman in the left upper leg with its left foot, shattering the bone through the <cave spider silk cloak>!
The Forgotten Beast kicks The Goblin Axeman in the head with its right foot, bruising the muscle and tearing apart the upper spine's nervous tissue through the <cave spider silk hood>!
The Goblin Axeman is propelled away by the force of the blow!
The Forgotten Beast gores The Goblin Axeman in the left lower arm, fracturing the bone through the <cave spider silk cloak>!
The Forgotten Beast punches The Goblin Axeman in the right lower leg with its right hand, shattering the bone through the <troll fur trousers>!
The Forgotten Beast kicks The Goblin Axeman in the upper left back teeth with its left foot and the severed part sails off in an arc!
The Forgotten Beast kicks The Goblin Axeman in the left upper arm with its right foot, bruising the muscle through the <cave spider silk cloak>!
The Forgotten Beast kicks The Goblin Axeman in the right foot with its left foot, bruising the fat through the <river otter leather sandal>!
The Forgotten Beast kicks The Goblin Axeman in the left foot with its right foot, bruising the muscle through the <river otter leather sandal>!
The Forgotten Beast kicks The Goblin Axeman in the right lower arm with its right foot, jamming the bone through the right elbow's muscle and shattering the right elbow's bone!
The Forgotten Beast gores The Goblin Axeman in the upper body, bruising the muscle and bruising the left lung through the <cave spider silk cloak>!
The Goblin Axeman is propelled away by the force of the blow!
The Forgotten Beast gores The Goblin Axeman in the right lower arm, bruising the muscle through the <cave spider silk cloak>!
The Troll gores The Forgotten Beast in the upper body from behind with her left horn, breaking away the tissue!

I just dorfed Peregarrett when I noticed this:

One Hundred Forty-Six Kills

Five giant snails in The Worshipful Hill
Five mosquito women <♀> in The Worshipful Hill
Two giant rattlesnakes <♀> in The Worshipful Hill
Two opossum women <♀> in The Worshipful Hill
Two peach-faced lovebird women <♀> in The Worshipful Hill
Seven louse women <♀> in The Worshipful Hill
One mosquito man <♂> in The Worshipful Hill
Three ravens <♂> in The Worshipful Hill
Six giant porcupines <♂> in The Worshipful Hill
Two elk <♂> in The Worshipful Hill
Five giant thrips <♂> in The Worshipful Hill
Two giant mosquitos <♀> in The Worshipful Hill
Five peach-faced lovebird men <♂> in The Worshipful Hill
Four great horned owl men <♂> in The Worshipful Hill
Four kea men <♂> in The Worshipful Hill
Four thrips women <♀> in The Worshipful Hill
Four louse men <♂> in The Worshipful Hill
Three opossum men <♂> in The Worshipful Hill
Six giant crows <♀> in The Worshipful Hill
Three elk <♀> in The Worshipful Hill
Two grasshopper women <♀> in The Worshipful Hill
Five magpie women <♀> in The Worshipful Hill
Two tick men <♂> in The Worshipful Hill
Two muskoxen <♂> in The Worshipful Hill
Two kea women <♀> in The Worshipful Hill
Two giant thrips <♀> in The Worshipful Hill
Four giant mosquitos <♂> in The Worshipful Hill
Two giant kea <♂> in The Worshipful Hill
Five giant porcupines <♀> in The Worshipful Hill
One wombat man <♂> in The Worshipful Hill
One dingo man <♂> in The Worshipful Hill
One wombat woman <♀> in The Worshipful Hill
Two giant rattlesnakes <♂> in The Worshipful Hill
One giant kakapo <♀> in The Worshipful Hill
Three grasshopper men <♂> in The Worshipful Hill
Three giant ticks <♂> in The Worshipful Hill
One dingo <♀> in The Worshipful Hill
Two magpie men <♂> in The Worshipful Hill
Six giant kea <♀> in The Worshipful Hill
Two ravens <♀> in The Worshipful Hill
One giant louse <♀> in The Worshipful Hill
Three wren women <♀> in The Worshipful Hill
Two thrips men <♂> in The Worshipful Hill
Two muskoxen <♀> in The Worshipful Hill
One giant grasshopper <♀> in The Worshipful Hill
Three wren men <♂> in The Worshipful Hill
One great horned owl woman <♀> in The Worshipful Hill
Four giant crows <♂> in The Worshipful Hill
Two kestrel women <♀> in The Worshipful Hill
One kestrel man <♂> in The Worshipful Hill
One tick woman <♀> in The Worshipful Hill
One giant owl <♂> in The Worshipful Hill

Turns out our strand extractor also is a talented axedwarf. I immediately put her into our military and tried to give her Anima's axe. Which didn't work. Probably because Puff is hugging it while he's asleep.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **November 17, 2013, 07:17:05 am**

*'Chaos-Maker' Noniton, Miner has been scared to death by the Ghostly Architect Unib Numral!

shit.
'Puff' Amfikod, militia commander cancels Eat: Paralyzed.
uhm...
-mica table-
guineahen egg roast
<plump helmet>
shit.

Puff suffocated.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **November 17, 2013, 07:58:43 am**

'Wlerin' Nokinudar, Miner has gone berserk!

I decided to take him down before he could do any harm. I sent in our new militia commander...

The Miner strikes The militia commander in the left foot with his <copper pick>, tearing apart the muscle through the <llama wool shoe>!
A sensory nerve has been severed!
The <copper pick> has lodged firmly in the wound!
The militia commander falls over.
The Miner twists the embedded <copper pick> around in The militia commander's left foot!
The militia commander hacks The Miner in the head with her Emadthosbut, tearing apart the muscle, shattering the skull and tearing apart the brain through the <deer leather hood>!
An artery has been opened by the attack!
A tendon in the skull has been torn!
The Miner has been knocked unconscious!
> Wlerin' Nokimudar, Miner has been struck down.

That's Anima's axe.

'Minkerrow' Ustuthunib has been miserable lately. He has lost a friend to tragedy recently.

D:

The fortress is completely sealed off now. The airlock is working properly. The dwarves finally started to put ghosts to rest. I think that the next few overseers actually have a chance to clear up the fort. We can get rolling again. I'll try not to kill Pregarrette, her wound has to be treated as fast as possible.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **wlerin** on **November 17, 2013, 09:13:13 am**

Why did I go berserk? All the deaths?

also,

Quote from: wlerin on November 16, 2013, 01:49:47 am

Reclaim attempt notes:

a) Don't forget food and booze. There are some prepared meals left, but **only about half of them are edible.**

Maybe I should have been more specific about that...

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **November 17, 2013, 09:39:37 am**

It was probably the 1-3 ghosts that kept chasing you ever since the 1st of Granite. Whatever.
Most of the ghosts have left now and those who are still there don't seem to be a problem. I've set up a fishery in the caves so we won't starve. I'm also setting up a tree farm and irrigating the underground farms anew. I recommend setting up a proper food industry next turn. We used to have a really good one, but it crumbled to dust after my first turn.
I'm into early winter now.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Mr. Strange** on **November 17, 2013, 09:58:34 am**

Quote from: Yuli Viasi on November 17, 2013, 05:12:44 am

This is also the first time that Murdermachines population **doubles** during my turn instead of, you know...

First death in the reclaim force was due eggroast (FB flavored) instead of the eldrich horrors lurking around the map and Yuli is **saving** the fort...

I suspect Terry is up to no good, again.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **November 17, 2013, 10:05:23 am**

Some risky constructions have to be done in the caverns. Luckily the most dangerous creatures in there currently are some bat men. Pregarrette is taking care of them easily.

>The militia commander punches The Bat Woman Spearman in the head with her left hand, bruising the muscle, jamming the skull through the brain and tearing apart the brain!

Meanwhile, some dude ran of into the caverns, when suddenly a tree sprouted right behind him. Now he is caught between somem pillars and is waiting to be released for atleast a month now.

This game is so full of shit. I love it.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **wlerin** on **November 17, 2013, 11:40:43 am**

Aren't the caverns like, almost 100 z-levels below the farms? Or are you trying to reclaim the lower farms? O_o

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **November 17, 2013, 04:55:05 pm**

Unib....you fucker....your previous hosts spirit left the body before you couldve properly digest it!!! now im sitting here in the void...AGAIN!

Terrydammit...hope the beacon is working still, are the goblins on our side or the enemy? (because if so we can say we brainwashed them during their stay in our fort...or its just the beacons effects on lesser beings during a prolonged stay at our fort.)

[ChaosMakers journal]

finally got out of this voidish hell, found myself a good miner apparently...still wanted a metalsmith but ill take whatever i can get to be out of that BLOODY VOIDISH HELL!

Well journal, im back int he void after doing some digging, appartnly unib remember that i owed him 30 dwarf socks and let his damn host scare the shit outta me by screaming like a damn dragon right next to my ear when i was taking a break from digging...asshole. oh yeah we also found VG's tomb...hopefully the guy wont mind if we use his axe...otherwise were completly screwed to hell if he decides to "visit" us and tear us all a new one...even us in the void!! (heard he had a....relationship....with his axe....fetishist...how the hell does that work anyway?!?)

Note to self: When Yuli steps down from overseer, and im back from the void with mad fool, arrange an....encounter...with said mad fool, teach that bastard to at least put up those void slabs to make sure we digest our vessels souls properly...im betting Armok is trying to take them back to his damn hall after kicking us out...asshole...

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Gentlefish** on **November 17, 2013, 09:14:30 pm**

GODDAMNIT YULI WHY WERE THOSE NOT FORBIDDEN.

You know I bet they were and Anima's spirit forced me to eat them because I touched the axe.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **November 17, 2013, 11:08:13 pm**

REVENGE OF THE FREAKING EGG ROASTS YEAH

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **November 18, 2013, 11:12:48 am**

Quote from: kefkakrazy on November 17, 2013, 11:08:13 pm

REVENGE OF THE FREAKING EGG ROASTS YEAH

i second this quote to be on murdermachines page, only make it slightly more killy and more dwarfy....

REVENGE ONN THE FREAKING EGG ROASTS YEAH!!!

now its more dwarfy

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **November 18, 2013, 11:48:57 am**

I redwarfed Puff as the woodcutter that came with the most recent migrant wave. We did get a visit from dwarven merchants but I did not let them in.

Puff is being chased by batmen.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **November 18, 2013, 12:10:03 pm**

Batmen? Puff?

Jesus, I knew Gotham City was getting serious about the war on drugs, but you'd think that batmen would be after more interesting illicit substances.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **November 18, 2013, 12:26:10 pm**

Only damn batmen can breath in the clouds of miasma emanating from ~~Boatmurdered~~ Murdermachines. As a response to this, most predators have left the area, which means batmen become more and more fearless. Quote ergo quote.

EDIT: I confused Murdermachines with Boatmurdered. That probably says something.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **November 18, 2013, 08:01:50 pm**

Welcome to Murdermachines. Try the gecko sauce; it's delectable and delightful, a wonderful blend of savory and spicy that makes any dish delicious without being too overwhelming.

(Warning: Do not ask about the manufacturing process for gecko sauce)
(Warning: Gecko sauce may cause acute respiratory failure on contact)

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Gentlefish** on **November 18, 2013, 08:03:53 pm**

Ugh. Those axes are gonna be the deaths of me.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **November 18, 2013, 10:49:51 pm**

Quote from: kefkakrazy on November 18, 2013, 08:01:50 pm
Welcome to Murdermachines. Try the gecko sauce; it's delectable and delightful, a wonderful blend of savory and spicy that makes any dish delicious without being too overwhelming.
(Warning: Do not ask about the manufacturing process for gecko sauce)
(Warning: Gecko sauce may cause acute respiratory failure on contact)

welcome to Murdermachines: where the killy things just arent killy enough, so we invented food that WILL cause your lungs to stop working and you will eventual die from oxygen deprivation. Also home to where the spawn of the void and their thralls make weekly picnics wiuth the goblins...of course the sqaubels from the "parents" of these familys could be lessened...WITH EARPLUGS! made with real plugs! limited time offer for 40 dwarf bucks!

Warning: earplugs may or may not cause skulls to be split open and are permanently installed by the places mad fool who is personally the most medical malpractice dwarf doctor in existence...and i thought spearbreakers hospital was a death sentence!

Also home to the doom burger and the murder-sauce! (do not ask what is in the murder-sauce)

hope i live again soon! try to get the entire map of what we got next update please! (or at least areas we occupy)

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **renegadelobster** on **November 19, 2013, 01:38:48 am**

I would like to be dorfed as the suturer please, Thaddeus The Fail Saint. Thank you :)

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **SanDiego** on **November 19, 2013, 09:07:56 am**

Quote from: kefkakrazy on November 18, 2013, 08:01:50 pm
Welcome to Murdermachines. Try the gecko sauce; it's delectable and delightful, a wonderful blend of savory and spicy that makes any dish delicious without being too overwhelming.
(Warning: Do not ask about the manufacturing process for gecko sauce)
(Warning: Gecko sauce may cause acute respiratory failure on contact)

Sigg'd.


Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **November 21, 2013, 03:51:24 am**

Time to finish this. Expect the last update today.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **November 21, 2013, 04:05:31 am**

Quote from: wlerin on November 17, 2013, 11:40:43 am
Aren't the caverns like, almost 100 z-levels below the farms? Or are you trying to reclaim the lower farms? O_o
Yeah, I'm talking about the farms that I've set up in the caverns. The aren't as good as they used to be (all of the mud disappeared) but they are something.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **peregarrett** on **November 21, 2013, 05:13:19 am**

Quote from: Yuli Viasi on November 17, 2013, 10:05:23 am
Some risky constructions have to be done in the caverns. Luckily the most dangerous creatures in there currently are some bat men. Peregarrette is taking care of them easily.
Quote from: Dwarf4Explosives on November 18, 2013, 12:26:10 pm
Only damn batmen can breath in the clouds of miasma emanating from Boatmurdered.
Hell, when I read this, I couldn't help picture this.
 (http://imageshack.us/photo/my-images/89/yugv.png/) Sorry for shit-quality.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **November 21, 2013, 07:25:31 am**

...nananananana batman!...
we are in some serious shit right now.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **peregarrett** on **November 21, 2013, 07:28:03 am**

Quote from: Yuli Viasi on November 21, 2013, 07:25:31 am
...nananananana batman!...
we are in some serious shit right now.
Oh, really?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **November 21, 2013, 07:33:51 am**

the year is almost over. i've secured the underground farms and ordered some rooms to be dug out for our dwarvesto sleep in. it's a complete mess and ugly as hell but it should do for a while.

of course UNLESS WE STARVE
+ 'Puff' Mosuskanzud, Woodcutter cancels Brew Drink: Needs distillable item.
+ Rivish Pikodinaz, Presser cancels Give Food: No Food available
remember when is said the next overseer should probably try to set up a proper food industry?
yeah, have fun with that
plump helmet spawn

1

we had some incidents with a giant mole and a giant bat but the injured dwarves should be fine. in hope of saving the fort i reclaimed a lot of tallow.

giant sparrow tallow
giant sparrow tallow
dingo tallow
water buffalo tallow
water buffalo tallow
dog tallow
dog tallow
dog tallow
elk bird tallow
elk bird tallow
dog tallow
dog tallow
Elarge microcline pot5
giant raven tallow
giant raven tallow
giant raven tallow
giant raven tallow
giant raven tallow
giant raven tallow
giant raven tallow
giant raven tallow
giant raven tallow
giant raven tallow
giant raven tallow
sheep tallow
giant sparrow tallow
giant raven tallow
giant raven tallow
giant raven tallow
giant sparrow tallow
giant sparrow tallow
giant sparrow tallow
savanna titan tallow
savanna titan tallow
savanna titan tallow
giant raven tallow
goose tallow
giant thrips tallow
forgotten beast tallow
forgotten beast tallow
forgotten beast tallow
forgotten beast tallow
forgotten beast tallow
forgotten beast tallow
donkey tallow
voidspawn tallow
voidspawn tallow
voidspawn tallow
giant thrips tallow
giant thrips tallow
giant thrips tallow
giant thrips tallow
giant thrips tallow
giant thrips tallow

maybe it'll keep the dwarves alive until we get some plump helmets. or until somebody sets up an aboveground farm for berries.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **peregarrett** on **November 21, 2013, 08:11:23 am**

I'm not sure if tallow eadible in raw, but it's for sure cookable into meals.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **November 21, 2013, 09:27:16 am**

Quote from: peregarrett on November 21, 2013, 08:11:23 am
I'm not sure if tallow eadible in raw, but it's for sure cookable into meals.
Dog tallow makes really good biscuits.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **November 21, 2013, 11:16:13 am**

welp were eating fat tonight!

and who the hell is cooking the plump spawn!?!

we need the plump helmates to be around the 200 spawns before we start eating them to insure we have a supply of cheap food and booze!

dammit! i suggest we ~~hneh~~ order yuli to step down for the next year...and put in someone who can save the fort via food supply and booze!

who wants it? (i sure as hell cant play duie to the fact im still at job corps...and if i could it would be a couple weeks before i could play)

also whats the situation on the surface? are the spawn still running around withe their thralls?

becuase if so were definetly taking the boatmurdered path and letting the enemies fight amongst themselves...or was it spearbreakers?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **November 21, 2013, 12:33:55 pm**

Finished my year. Will upload the save and some pictures of the fort... soon.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **November 21, 2013, 03:49:49 pm**

Quote from: ChaosMaker on November 21, 2013, 11:16:13 am
becuase if so were definetly taking the boatmurdered path and letting the enemies fight amongst themselves...or was it spearbreakers?

Spearbreakers probably, though I've not read it; Boatmurdered had goblins and elephants getting along just fine until they were all consumed in waves of fire and death from the Boatmurdered Mega Magma Cannon.

Until the fort was killed by a dead puppy.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **November 21, 2013, 10:39:14 pm**

awww the dead puppy....

hmmmm

.....

did anima say we couldnt weaponize magma or make a pointless contraption using lava? (i has an evil idea...)

Idea: make our sqaure box the size of 3/4 the map, and have a "land" bridge where we want caravans comming into...

next we find a lava sea, and make a lava proof pump and such...then we pump the magma into the ground surrounding the outside of the "safety"box...except for the land bridge! allow us to have a super-massive magma moat with still a path for invaders and merchants and migrants to get into! (i suggest an airlock scenerio so we can control who goes in and out!)

if not...then good luck fella's on making the fort survive untill we can get everything reclaimed and expand indefinetely...

i suggest that we colonize hell when we have a large enough army with enough cannon-fodder (goblins and thralls...and maybe if we capture one a spawn or two) and after collapsing several hallways onto the demon army, as well as trapvill...and letting the goblins fight the demons and Then letting the spawn fight the demons...we fight the demons remaining army in a battle worthy of deathgate! then we remake the bunker! and slowly expand into hell...turning the surface into a thing of the past! and then we take hell for our own! (aka:turnning hell into our immortal firey slave)

and then when we get bored we allow a final battle/allow a invasion of goblins and thralls come into deathgate...only to be slaughtered outside

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Lolfail0009** on **November 22, 2013, 04:44:23 am**

Yes, Anima expressly forbade the weaponisation of magma.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Gentlefish** on **November 22, 2013, 05:10:46 am**

Dead puppy? I thought it was the eternal siegeburn that did BM in.

Anyway. One spawn. ~~HARVEST THE CAVERNS!~~ Yeah a berry farm sounds like a great idea.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **SanDiego** on **November 22, 2013, 08:47:48 am**

Quote from: Pufferfish on November 22, 2013, 05:10:46 am
~~HARVEST THE CAVERNS!~~ Yeah a berry farm sounds like a great idea.
Harvest the caravans!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **November 22, 2013, 09:49:16 am**

Quote from: Pufferfish on November 22, 2013, 05:10:46 am
Dead puppy? I thought it was the eternal siegeburn that did BM in.

A dead puppy wedged open the front gates at one point when the Magma-Cannon was being fired and caused fire to spread through the fort. This being the 2D version, fire was even harder to deal with and the smoke and burnification caused a massive tantrum spiral, most beautifully exemplified by the Flaming Rampage of Sankis the Great.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **November 22, 2013, 11:24:02 am**

oh course...i suggest we send the millitary after the spawn...frist the dogs and captives though! then we build a even bigger wall around the fort and connect it to the old murdermachines fort entrence...that way we can have 2 airlock capable entrenes in case of seige...migrants....and harvesting the caravans of elves and men. Dwavres are safe....for now...we need them for migrants!!!

wish you guys luck and looking forward to the new update!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Just Some Guy** on **November 22, 2013, 03:45:43 pm**

I suggest we build a room devoted to the sole purpose of throwing animals/prisoners/dwarves down a pit several z-levels deep with spikes linked to a repeater at the bottom. I suggest we first lure a forbidden beast or two in there in order to contaminate it with syndrome bearing substances. We can build it around some byzantine contraption and say it's a device to bring Terry forth unto the world of mortals.

If we can't take hell, we'll outdo it.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Mr. Strange** on **November 22, 2013, 05:05:50 pm**

Quote from: Just Some Guy on November 22, 2013, 03:45:43 pm
If we can't take hell, we'll outdo it.

I like your attitude.
For bonus points make that pit act as moat surrounding our byzantine contraption becaen whole fort with the only entrance accessed by narrow trap-filled nicely decorated bridge, guarded by couple marksdwarf towers.

It's a shame that food can't earn name with kills, eggroast a la murdermachines should have earned it by now... Has anyone thought of selling remaining the remaining roasts to elves?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **TalonisWolf** on **November 23, 2013, 10:03:11 am**

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E!

(Edit:If you're reading this, at the time I was surprised- it had been inactive for awhile)

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **November 23, 2013, 07:19:38 pm**

Quote from: Mr. Strange on November 22, 2013, 05:05:50 am
Quote from: Just Some Guy on November 22, 2013, 03:45:43 pm
If we can't take hell, we'll outdo it.

It's a shame that food can't earn name with kills, eggroast a la murdermachines should have earned it by now... Has anyone thought of selling remaining the remaining roasts to elves?

To take the roast to the depot, people would have to touch it. We'd be liable to kill the fort *again* just trying.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Mr. Strange** on **November 23, 2013, 08:13:37 pm**

Quote from: kefkakrazy on November 23, 2013, 07:19:38 pm
We'd be liable to kill the fort *again* just trying.
Since when has that been an issue?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **November 24, 2013, 09:45:01 am**

It has always been. The point is to cause extreme pain to your *enemies*, not the dwarves. Although those two categories might sometimes (read: often) overlap.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **wlerin** on **November 24, 2013, 10:14:21 am**

Quote from: kefkakrazy on November 23, 2013, 07:19:38 pm
To take the roast to the depot, people would have to touch it. We'd be liable to kill the fort *again* just trying.
Just keep it walled off until we have a hundred or so dwarves again, and then attempt it. I'm sure nothing will go wrong. This is Murdermachines, after all.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **November 24, 2013, 01:27:10 pm**

Quote from: wlerin on November 24, 2013, 10:14:21 am
Quote from: kefkakrazy on November 23, 2013, 07:19:38 pm
To take the roast to the depot, people would have to touch it. We'd be liable to kill the fort *again* just trying.
Just keep it walled off until we have a hundred or so dwarves again, and then attempt it. I'm sure nothing will go wrong. This is Murdermachines, after all.

i say this should be in the front page people....this is...just murdermachines...where the dwarves are the meat in the grinder of deathgate.

beside that, hows the play people? whos turn is it again? im getting excited again to see if we attracted migrants...but if not...then i suggest we make the max population VERY high...and next game we go to a savage deathtrap area with undead wandering about...we could have our own voidspawn fight the undead, goblins, kolbolds, elves (when we decide its not worth geting their wood anymore, when we have tree farms), and the demon worshipping humans (if they go the same way as deathgate).

I also suggest that in murdermachines we DIG DEEPER! make the TRUE fortress BENEATH that of the murdermachines, just grab anything of value, dig deep, collapse several sections of the old fort or wall it off, then make the true fortress near the adamantium! that way when we invade hell (or outdo it to the point the demons break and just say "fuck this! were better off in hell!") we can have a awesome fortress covered in obsidian walls, floors, and for the nobles-gold plated rooms and furniture (as well as glass and crap we trade or steal from the humans and elves), silver for the "lesser" nobles, and of course our lord and master will have adamantium plated room as the main expedition leader..if the queen comes...i say we find a way to....transfer....her authority to murdermachines/deathgate's TRUE master...

finally when we make hell our ~~slave~~ unwilling servent, we make all sorts of amusing things in it, like apartments for our dwarves, and true well dwelling units for them as well! and once when we decide to remember the surface...i suggest we obsidianize the world...or flood it...that way we have a plausible ending...or just let the remaining demons out and say they got invaded by the maddest dwarves in existance! (heck the surface would be a better subsitute for the demonspawn then murderachines/deathgate!, i wonder if the demons remember us? after all the hell's seem to be connected to each other after all!)

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **gunpowderte**a on **November 25, 2013, 03:27:44 am**

Quote from: Just Some Guy on November 22, 2013, 03:45:43 pm
I suggest we build a room devoted to the sole purpose of throwing animals/prisoners/dwarves down a pit several z-levels deep with spikes linked to a repeater at the bottom.

Yeah, we got that. Starts on the surface and ends close to the asarena, AFAICR.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **November 25, 2013, 12:12:56 pm**

Better yet, exploit the system that allows you to mine for slade, but use it to make a fortress under hell. And let's indulge in viking mythology by calling that part of the fortress "hel" (yup, that's actually the name of viking hell) and fill it with ice.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **November 25, 2013, 10:04:40 pm**

Quote from: Dwarf4Explosives on November 25, 2013, 12:12:56 pm
Better yet, exploit the system that allows you to mine for slade, but use it to make a fortress under hell. And let's indulge in viking mythology by calling that part of the fortress "hel" (yup, that's actually the name of viking hell) and fill it with ice.

i second this motion...having a fortress under hell seems aproprate for us deathgaters....heck even making a fortress under hell should be LEGENDARY!...

"this is murdermachines the fortress under Hell, its made of the highest artifact quality of dwarven-craftmanship, it menenaces with spikes of adamantium covered in demon gore, it has engravings of dwarves and demons, the dwarves are underneath the demons, the demons are in a fetal position, the dwarves are laughing, this is to commeramate the celebration of murdermachines for being the frist dwarven fortress to build Under **hell** Itself!! it also has plated gold for the floors and is covered ina rtifaqct quality goods"

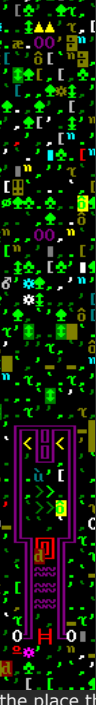
Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **wlerin** on **November 26, 2013, 12:40:50 am**

edit: nvm

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **November 27, 2013, 11:37:12 am**

oh god, it's been like ... a week (?) and i still did not upload the save. sry, i was busy.
here have some screenshots:
[Spoiler](#) (click to show/hide)

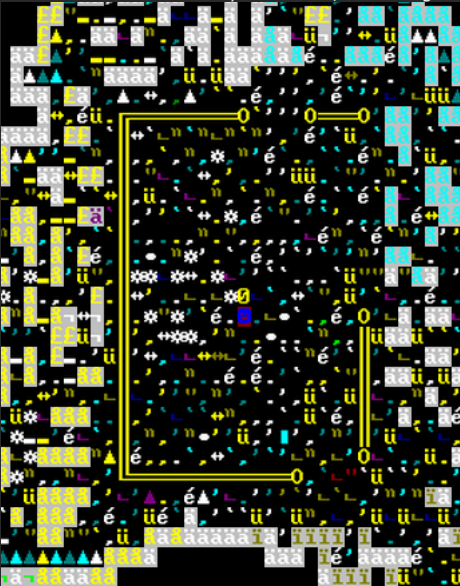
the airlock



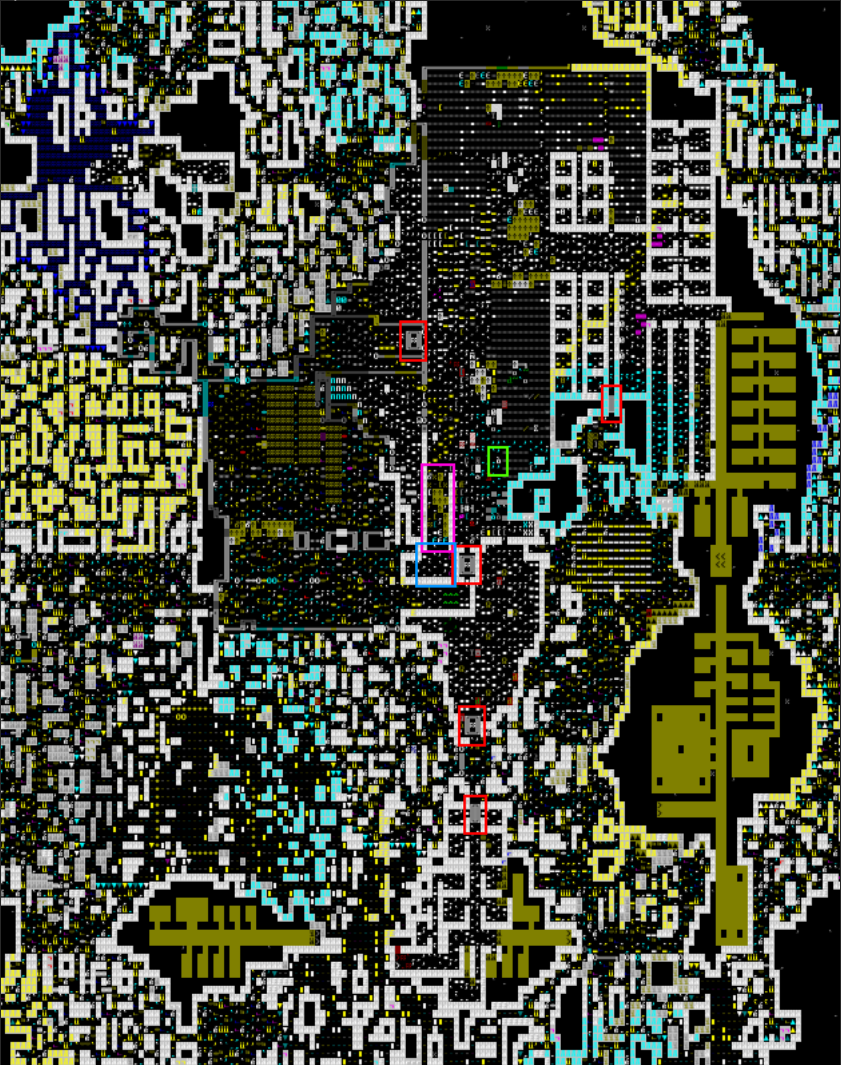
the place the new entrance leads to



the last anima's tomb. as you can see, the void god enjoys lying on the moist cavern floor



and the big one:
Spoiler (click to show/hide)



the red squares contain the exits into the caverns. always watch out for those. the hatchcover has to be closed off manually, the bridges can be raised with the lever i marked green. **the pink square contains the eggroasts.**
the blue square contains two levers. the upper one opens the upper airlock bridge, the lower one opens the lower airlock bridge.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **November 29, 2013, 01:34:45 am**

holy shit...

havent seen the inside of murdermachines before...but i can safely say that men, we made the temple to terry just by plaing this damn game...

we...

fucking...

rule!!!

still thanks for the map, wouldve loved to see it in ironfist (or was it hand) mod, but hey things cant go the way we want em! good luck next guy on the line! also still saying yuli somehow manages to make things WORSE while fixing the problem, a true dwarf at that! ~~so lets get the lynch mob started if we dont have booze~~

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **peregarrett** on **November 29, 2013, 03:20:36 am**

oooh. First I thought there're elven guards around Anima's tomb. Elves and buckets. And withered mushrooms. Damn tilesets.

This place is turning into cheese, every reclaim digs more and more wormholes.

And whatever Anima said about magma, I think it's worth making a railroad and pour a few drops at the surface, to burn down all the garbage left outside.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **gunpowderte**a on **November 29, 2013, 06:35:26 am**

Quote from: peregarrett on November 29, 2013, 03:20:36 am
And whatever Anima said about magma, I think it's worth making a railroad and pour a few drops at the surface, to burn down all the garbage left outside.

Yeah, but that is not weaponising, it is good practice...

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **TalonisWolf** on **December 01, 2013, 12:08:47 pm**

Quote from: gunpowderte on November 29, 2013, 06:35:26 am
Quote from: peregarrett on November 29, 2013, 03:20:36 am
And whatever Anima said about magma, I think it's worth making a railroad and pour a few drops at the surface, to burn down all the garbage left outside.

Yeah, but that is not weaponising, it is good practice...

Here here! The passage of Time itself is threatened, we must ~~drawn the demons in our trash~~ clean up the universe.

On a more serious note, cleaning up the trash will make this more overseer-friendly. Which is not saying much with this bundle of insanity.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **SanDiego** on **December 01, 2013, 01:00:59 pm**

Quote from: gunpowderteal on November 29, 2013, 06:35:26 am

Quote from: peregarrett on November 29, 2013, 03:20:36 am

And whatever Anima said about magma, I think it's worth making a railroad and pour a few drops at the surface, to burn down all the garbage left outside.

Yeah, but that is not weaponising, it is good practice...

In Murdermachines, it's simple equation: use magma to clean up the debris == sear the entire map devoid of life. There is no other way.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **December 01, 2013, 01:04:06 pm**

Actually, I'm pretty sure magma would cause massive FPS problems, much more so than if you hadn't tried to clean stuff up that way. I recommend simply shutting off the fortress until thieves have stolen all the leftover goods.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **December 01, 2013, 01:25:32 pm**

In Deathgate the FPS eventually got so bad that one overseer used DFHack to autodump trash into an atom smasher.

On the other hand, he also accidentally smashed the Red Monster, but that's beside the point.

On the other other hand, rotting mounds of garbage is kind of one of the selling points of Murdermachines.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **December 02, 2013, 12:57:03 am**

Quote from: kefkakrazy on December 01, 2013, 01:25:32 pm

In Deathgate the FPS eventually got so bad that one overseer used DFHack to autodump trash into an atom smasher.

On the other hand, he also accidentally smashed the Red Monster, but that's beside the point.

On the other other hand, rotting mounds of garbage is kind of one of the selling points of Murdermachines.

Quote from: kefkakrazy on December 01, 2013, 01:25:32 pm

On the other hand, he also accidentally smashed the Red Monster, but that's beside the point.

[/size]

NOOOOOoooOOoOoOoOoOooOooooo.....

dammit....all those deaths over that damn sword for nothing,

all well, no death no pain, no suffering no gain! (i vote we get adamantium and show the spawn who we bleeding red hell we are!)

also i vote for a total trash dum,p when we get a ~~effective competent adequate~~ screw it, a fucked up mass of bodies for the meatgrinding surface untillwe can get our shit back from the surface!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **December 02, 2013, 01:36:25 pm**

Quote from: Dwarf4Explosives on December 01, 2013, 01:04:06 pm

I recommend simply shutting off the fortress until thieves have stolen all the leftover goods.

brb, spending the rest of my live waiting for thieves to clean up the map. atleast i'll have something to do until the next version comes out.

...

i still haven't uploaded the save.

ffs.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **December 06, 2013, 01:00:41 am**

Murdermachines, wake up! The world isn't horrible enough yet!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **December 07, 2013, 05:34:11 am**

Aaaaaaaaaaaaaaaaaaaaand I finally got my hands on the save again. Uploading it right now.

Edit: ... it's only a matter of time now ...

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **December 08, 2013, 06:27:59 am**

...

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **wlerin** on **December 08, 2013, 09:30:52 am**

Dun-dun-DUN!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **December 09, 2013, 12:03:25 am**

are....we....dead?

are...we...in...the...void?

why?

why?

why?

murdermachines has finally fallen.

<:press A to Continue:>

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **December 09, 2013, 12:47:33 pm**

Is "... " code for "I, uh, accidentally our entire military."?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Gentlefish** on **December 09, 2013, 12:49:36 pm**

Or he just accidentally the whole save.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **December 09, 2013, 12:58:37 pm**

That happened once before, right?

Anyway, if that's really what happened, I think the explanation should be rather obvious. ~~The save file~~ **All bow to Terry.**

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **JujuBubu** on **December 10, 2013, 09:26:29 am**

ptw

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **December 10, 2013, 04:20:06 pm**

Quote from: Yuli Viasi on December 08, 2013, 06:27:59 am

...

YULI WHAT DID YOU DO

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **December 11, 2013, 02:19:47 pm**

guys, chill. i got this.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Mr. Strange** on **December 11, 2013, 03:37:58 pm**

Quote from: Yuli Vlasl on December 11, 2013, 02:19:47 pm
guys, chill. i got this.

We know where this is going...

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Just Some Guy** on **December 11, 2013, 03:45:12 pm**

Quote from: Yuli Vlasl on December 11, 2013, 02:19:47 pm
guys, chill. i got this.

Elaborate.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **December 11, 2013, 04:49:43 pm**

Yuli has repeatedly caused massive damage to the fortress. In fact, I think he was responsible for one of Murdernmachines' deaths.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **December 11, 2013, 10:01:29 pm**

Quote from: Dwarf4Explosives on December 11, 2013, 04:49:43 pm
Yuli has repeatedly caused massive damage to the fortress. In fact, I think he was responsible for one of Murdernmachines' deaths.

Two, to be honest. The fort fell for the first time during my tenure, but only after Yuli fed 80% of the population to an FB.

He managed to kill the second FB on his second tenure... and promptly fed THE FB to 80% of the population. WHICH HAD THE SAME EFFECT, INCIDENTALLY.

(yuli i do love you man)

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **AoshimaMichio** on **December 12, 2013, 03:28:33 pm**

Quote from: kefkakrazy on December 11, 2013, 10:01:29 pm
Quote from: Dwarf4Explosives on December 11, 2013, 04:49:43 pm
Yuli has repeatedly caused massive damage to the fortress. In fact, I think he was responsible for one of Murdernmachines' deaths.

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He managed to kill the second FB on his second tenure... and promptly fed THE FB to 80% of the population. WHICH HAD THE SAME EFFECT, INCIDENTALLY.

(yuli i do love you man)
Following this logic, he probably brought 80% of FB population into fortress.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **SanDiego** on **December 12, 2013, 06:06:41 pm**

Quote from: AoshimaMichio on December 12, 2013, 03:28:33 pm
Following this logic, he probably brought 80% of FB population into fortress.
Honestly, this wouldn't make the situation *that* much worse.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **December 13, 2013, 01:25:11 am**

Quote from: Mr. Strange on December 11, 2013, 03:37:58 pm
Quote from: Yuli Vlasl on December 11, 2013, 02:19:47 pm
guys, chill. i got this.

We know where this is going...
Quote from: AoshimaMichio on December 12, 2013, 03:28:33 pm
Quote from: kefkakrazy on December 11, 2013, 10:01:29 pm
Quote from: Dwarf4Explosives on December 11, 2013, 04:49:43 pm
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(yuli i do love you man)
Following this logic, he probably brought 80% of FB population into fortress.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **December 13, 2013, 01:36:05 am**

whoops forgot to put in my input...but as said above...this is why i love murdermachines...

but right now, we need the fort back!! or a do-over...

if anima lets us start anew...because basicly unless we do a massive claim with an army beheind us with well provisioned stocks...i dont think we would make it beyond year 3 at this rate when we do recliams with all the voidspawn, goblins, thieves, FB's, animals, and maybe opnce somone finds the adamantium unleashes hell on us before our millitary is legendary in the aspects of millitary fighting.

Speaking of the millitary, i vote we let the dwarves go weaponless except for wearing adamantium armour (FULL ADAMANTIUM) and then let them wrestle trolls to the ground....the armour will protect them from the blows...hopefully...

and once they've gotten at leats 40 kills under their belts (for the entire sqaud mentioned) we can give them weapons (if their legendary armour user, dodger, wrestler, anything else is optional), i suiggest adamantium axes, hammers, spears and swords. also sheilds be given to all sqauds. we also have a emergency marks-dwarf sqaud to be used as a execution sqaud for captured foes we throw into a pit and have a fortification built into the walls so we can pepper them with wooden bolts from adamantium crossbows...

can we get started on this shit please? and if i cant get resed as a weapon/armour maker, let me be a beastmaster (training war animals) so that one day i can train us....

....

wait for it...

...

WAR DRAGONS!!!

i so want a dragon...I PROPOSE WE BUY NOTHING BUT FIRE-PROOF WOOD IN THE NEAR FUTURE! even demand if from the elves if we have to...bloody tree huggers.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **MDFication** on **December 13, 2013, 02:00:55 am**

Quote from: ChaosMaker on December 13, 2013, 01:36:05 am
whoops forgot to put in my input...but as said above...this is why i love murdermachines...

but right now, we need the fort back!! or a do-over...

if anima lets us start anew...because basicly unless we do a massive claim with an army beheind us with well provisioned stocks...i dont think we would make it beyond year 3 at this rate when we do recliams with all the voidspawn, goblins, thieves, FB's, animals, and maybe opnce somone finds the adamantium unleashes hell on us before our millitary is legendary in the aspects of millitary fighting.

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....

wait for it...

...

WAR DRAGONS!!!

i so want a dragon...I PROPOSE WE BUY NOTHING BUT FIRE-PROOF WOOD IN THE NEAR FUTURE! even demand if from the elves if we have to...bloody tree huggers.

One does not simply reclaim a fort of the Deathgate series. It tends to end in cat overpopulation, overseer madness, and spawning chaos gods which torture the dwarfs for all eternity.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **December 13, 2013, 11:10:45 am**

I suggest setting up a danger room, if only to allow us to survive long enough to get the demons to fight the Voidspawn. Or just kill us, but that doesn't really matter at this point.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **falliant** on **December 13, 2013, 03:55:32 pm**

I'd like to be dorfed if at all possible. Name: Falliant, Job: Military if possible, Gender: male preferred but it doesn't really matter, Skill: Axedwarf preferably

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **SanDiego** on **December 13, 2013, 06:55:37 pm**

Quote from: Dwarf4Explosives on December 13, 2013, 11:10:45 am
I suggest setting up a danger room, if only to allow us to survive long enough to get the demons to fight the Voidspawn. Or just kill us, but that doesn't really matter at this point.

Yeah, we had a danger room. Every time I fired it up a baby got mutilated. Go figure.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **wlerin** on **December 13, 2013, 07:05:36 pm**

Wasn't there an artifact spear in amongst the training ones?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **SanDiego** on **December 13, 2013, 07:11:31 pm**

No, there was, for some reason, a *real*, probably elf-made spear in the middle of the damned thing.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **December 13, 2013, 09:09:55 pm**

Quote from: SanDiego on December 13, 2013, 06:55:37 pm
Quote from: Dwarf4Explosives on December 13, 2013, 11:10:45 am
I suggest setting up a danger room, if only to allow us to survive long enough to get the demons to fight the Voidspawn. Or just kill us, but that doesn't really matter at this point.
Yeah, we had a danger room. Every time I fired it up a baby got mutilated. Go figure.

This one's frontpage worthy.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **December 14, 2013, 08:37:22 am**

Agreed. It says something about Deathgate/Murdermachines daily life (i.e. that it is insane and horrifying).

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **December 14, 2013, 10:04:47 pm**

Quote from: SanDiego on December 13, 2013, 06:55:37 pm
Quote from: Dwarf4Explosives on December 13, 2013, 11:10:45 am
I suggest setting up a danger room, if only to allow us to survive long enough to get the demons to fight the Voidspawn. Or just kill us, but that doesn't really matter at this point.
Yeah, we had a danger room. Every time I fired it up a baby got mutilated. Go figure.

meh a least the baby wasnt in carp training, and we hadnt instilled the kindergarden yet. if we had those kids would be hard-core veteran fighters by the time they were 10...and probably not give a crap anymore about anything...the perfect drone/vessel for our will!

other then that, yeag we had an elf war-spear in the danger room, and hell those dwarves signed a contract that we ARENT legally obligaed to do shit to them or even care about their livelehood/anything about them besides their useful;ness as a body to fill the meat grinder, plus the danger room IS CALLED THE DANGERROOM for a reason people! of course those babies would get mutilatedf, our dwarves were trying to toughen their kids up! so what if timmys missing a leg, just goes to show those goblins whos boss why they keep on trying to hit that missing leg while hes beating them to a pulp with a dwarf sock. naked. and also sober. finally beardless as well. and covered in fb-goo...dont ask were the goo came from.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **TalonisWolf** on **December 15, 2013, 09:23:54 am**

Try a reclaim, and if it fails a do-over and/or restart is always a (unappealing) option.

You can't kill the undead fortress...right?!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **December 15, 2013, 04:43:41 pm**

Quote from: TalonisWolf on December 15, 2013, 09:23:54 am
Try a reclaim, and if it fails a do-over and/or restart is always a (unappealing) option.
You can't kill the undead fortress...right?!

this is murdermachines of course we will find a way to kill an undead fortress...somehowe either through fps death or save files being tampered with by terry...we alwasy find a way to end horribly and in suffering. at this rate this will be a fortress of reclamation...still any chance of reclaiming the old fortress halls and sealing up the fort untill fresh migrants arrive to take part in the ever expanding millitary (i suggest we go the way of sparta and anyone not doing a imporant job-food, minning, drink-making, making furniture and of course building) is suck into the millitary so that all dwarves can at least defend themselves for a year. that way gives us fresh recruits in rotation cycles..and we can just dwarfpile a voidspawn and see how that works, by my guess we could theotrtrically kill one via a thousand bites....

litterally, if dwarf fortress is feel nasty enough. if we somehow get lasher weapons (whips) into our fort all the better! with the godslaying weapons in the hands of our champions...the goblins will be torn to shreds in to time!!! *even if its not a dwarvish weapon i suggest we use them...we can make them menance with spikes and stuff to make it all the more dwarveny...and on fire!)

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Lolfail0009** on **December 15, 2013, 05:52:56 pm**

Quote from: ChaosMaker on December 15, 2013, 04:43:41 pm
Quote from: TalonisWolf on December 15, 2013, 09:23:54 am
Try a reclaim, and if it fails a do-over and/or restart is always a (unappealing) option.
You can't kill the undead fortress...right?!

this is murdermachines of course we will find a way to kill an undead fortress...somehowe either through fps death or save files being tampered with by terry...we alwasy find a way to end horribly and in suffering. at this rate this will be a fortress of reclamation...still any chance of reclaiming the old fortress halls and sealing up the fort untill fresh migrants arrive to take part in the ever expanding millitary (i suggest we go the way of sparta and anyone not doing a imporant job-food, minning, drink-making, making furniture and of course building) is suck into the millitary so that all dwarves can at least defend themselves for a year. that way gives us fresh recruits in rotation cycles..and we can just dwarfpile a voidspawn and see how that works, by my guess we could theotrtrically kill one via a thousand bites....

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Ok, I'm going to ask now.

- Are you:
A. Demented,
B. Insane, or
C. Mad?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **December 15, 2013, 07:14:54 pm**

Quote from: Lolfail0009 on December 15, 2013, 05:52:56 pm
Quote from: ChaosMaker on December 15, 2013, 04:43:41 pm
Quote from: TalonisWolf on December 15, 2013, 09:23:54 am
Try a reclaim, and if it fails a do-over and/or restart is always a (unappealing) option.
You can't kill the undead fortress...right?!

this is murdermachines of course we will find a way to kill an undead fortress...somehowe either through fps death or save files being tampered with by terry...we alwasy find a way to end horribly and in suffering. at this rate this will be a fortress of reclamation...still any chance of reclaiming the old fortress halls and sealing up the fort untill fresh migrants arrive to take part in the ever expanding millitary (i suggest we go the way of sparta and anyone not doing a imporant job-food, minning, drink-making, making furniture and of course building) is suck into the millitary so that all dwarves can at least defend themselves for a year. that way gives us fresh recruits in rotation cycles..and we can just dwarfpile a voidspawn and see how that works, by my guess we could theotrtrically kill one via a thousand bites....

litterally, if dwarf fortress is feel nasty enough. if we somehow get lasher weapons (whips) into our fort all the better! with the godslaying weapons in the hands of our champions...the goblins will be torn to shreds in to time!!! *even if its not a dwarvish weapon i suggest we use them...we can make them menance with spikes and stuff to make it all the more dwarveny...and on fire!)

Ok, I'm going to ask now.

Are you:
A. Demented,
B. Insane, or
C. Mad?

was sane once, befoe i started playing dwarf fortress, being hold up inside due to the weather has that affect up here in alaska. that and its warf fortress, being insane is part of the playing description.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Mr. Strange** on **December 15, 2013, 07:15:52 pm**

Quote from: Lolfail0009 on December 15, 2013, 05:52:56 pm
Are you:
A. Demented,
B. Insane, or
C. Mad?

D. All of the above?

But seriously, it's been too long without proper update. :(
I was ready to do suicide run with the reclaim force just to get some entertainment on this fort, but Yuli jumped the gun...

...

I think Buffy was ready to die with wooden training spear in hand for Odin, and SanDiego, Lolfail, tryrar and peregarrett were ready to go too.
...do I get one more volunteer? I'll promise some campy writefagotry in few days.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **SanDiego** on **December 15, 2013, 07:28:35 pm**

No. We need to stalk Yuli Viasi and physically get the save out of him. Nothing less.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **December 15, 2013, 07:47:15 pm**

okay, lets get started, hopefully we ge the save up and regain the fort again...for the third damn time!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **December 17, 2013, 01:04:29 pm**

Quote from: SanDiego on December 15, 2013, 07:28:35 pm
No. We need to stalk Yuli Viasi and physically get the save out of him. Nothing less.
oh crap.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **December 17, 2013, 01:06:39 pm**

i've finally uploaded the save, you can find the link below. i am sorry that it took me so long. i have no excuses.
Spoiler (click to show/hide)
http://dffd.wimbli.com/file.php?id=8221
who's next?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **SanDiego** on **December 17, 2013, 02:09:46 pm**

If I'm reading things right, it's Pufferfish, then Mr. Strange, then me, then Lolfail0009. Somebody needs to find Anima to edit the front page. Or make a new one (mutiny!).

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Mr. Strange** on **December 17, 2013, 03:37:51 pm**

Quote from: SanDiego on December 17, 2013, 02:09:46 pm
If I'm reading things right, It's Pufferfish, then Mr. Strange, then me, then Lolfail0009. Somebody needs to find Anima to edit the front page. Or make a new one (mutiny!).

Make new Anima? I'm ok with that... just get someone else to play Igor.
Also, your list is wrong, reading from the OP peregarrett was before (and after) Yuli started, so next would be (maybe) Krevsin and then wlerin, Kazimuth, Tryrar, Kefkakrazy and gunpowderte, unless I'm mistaken and they wanted to skip their turns.

Also, I can't open the save Yuli uploaded. Is it just me, or...

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **wlerin** on **December 17, 2013, 04:27:56 pm**

Quote from: Mr. Strange on December 17, 2013, 03:37:51 pm
Also, your list is wrong, reading from the OP peregarrett was before (and after) Yuli started, so next would be (maybe) Krevsin and then wlerin, Kazimuth, Tryrar, Kefkakrazy and gunpowderte, unless I'm mistaken and they wanted to skip their turns.
Also, I can't open the save Yuli uploaded. Is it just me, or...

No, I killed the fort (well, allowed it to be finished off after Yuli killed it). Yuli stepped in to reclaim, but his most recent turn falls outside the existing order. Kazimuth is next going by the old list, but last time I messaged him he was busy. Should probably check again...

No idea where SanDiego's list came from.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **SanDiego** on **December 17, 2013, 05:11:56 pm**

I gathered people who posted for turn after reclaim has been announced.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Gentlefish** on **December 17, 2013, 08:10:32 pm**

What shit I signed up? Agh I don't remember that. I can't do it. Finals week, ahahaaa.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **December 18, 2013, 11:04:41 am**

Quote from: Mr. Strange on December 17, 2013, 03:37:51 pm
Quote from: SanDiego on December 17, 2013, 02:09:46 pm
If I'm reading things right, it's Pufferfish, then Mr. Strange, then me, then Lolfail0009. Somebody needs to find Anima to edit the front page. Or make a new one (mutiny!).
Make new Anima? I'm ok with that... just get someone else to play Igor.
Also, your list is wrong, reading from the OP peregarrett was before (and after) Yuli started, so next would be (maybe) Krevsin and then wlerin, Kazimuth, Tryrar, Kefkakrazy and gunpowderte, unless I'm mistaken and they wanted to skip their turns.
Also, I can't open the save Yuli uploaded. Is it just me, or...

~~did you try to turn it off and on again~~
did you unzip it first?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **December 20, 2013, 12:09:43 am**

Terry was here...

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **December 22, 2013, 05:01:48 am**

Quote from: ChaosMaker on December 20, 2013, 12:09:43 am

Terry was here

Alright, Before the next overseer starts his or her turn I should remind you of a few things. You know, so the fortress doesn't die within a year after my turn again. Again.

At the moment, the fortress is very close to starving. In my obsession with the underground farms I didn't notice that we lost all of our plump helmet spawn. I repeat, **we are out of plump helmet spawn**. Currently the dwarves are living off tallow biscuits that are constantly being produced in a kitchen in the underground farm area. They are being made from a huge pile of tallow that is left from the previous forts. It should keep us alive for a while, but it is only a matter of time until we run out of booze. You should try to set up a berry farm in the aboveground fort so we can brew again. You may try to search the old fort for seeds, but be careful with reclaiming stuff. **There's still enough gecko sauce on some of those eggroast to kill everyone in the fortress.**
~~You may even have to trade with the elves. Have fun.~~

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **December 22, 2013, 05:10:10 am**

I'm going to be laughing so hard if we die *again*, this time to starvation. Our new goal seems to be to fall in all the ways a fortress can.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **TalonisWolf** on **December 22, 2013, 02:57:03 pm**

Checklist of Dwarven Doomy Deaths of Doomy Doom

...

Food Poisoning? *check*

Catsplosion?

Fortress-wide Minecart Accident?

"Laser Shark ahs gone Berserk!"?

...

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **wlerin** on **December 22, 2013, 07:07:53 pm**

Ahem:

Forgotten Beast -- check (killed most of the fort)
Kobolds -- check (finished the fort off)
Food Poisoning -- check (killed most of the fort)
Goblins -- check (finished the fort off)
Starvation -- ?
Sobriety-induced Tantrum Spiral -- ?

"Safest" bet is probably to send a group to gather plants in the cavern, or if they are accessible, one of the underground soil areas within the fort.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **December 22, 2013, 08:10:03 pm**

murdermachines, the place where were trying to see how many ways a fortress can fall...

im betting were just being lazy at this point and just torturing the poor ass dwarves...

anyway going to go see the hobbit desolation of smaug...i wonder just how THAT fortress dies off...

(gold induced greed...wait....have we counted off greed as being the way a fort dies from having repeated dragon attacks? as well as covering everything in gold....)

NEW IDEA:COVER THE ENTIRE FLOOR/WALLS OF THE FORT IN GOLD AND ENGRAVE THEM!!!! the bedrooms can be silver (the nobility gets gold, and the highest positions of the fort get adamantium when we mine it, after we made and entire squad of adamantium armoured/armed troops)

then we can test if gold-fever-sickness really does effect dwarves...i want to see them drive off even the spawn in gold induced fever rush!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Evilsx** on **December 22, 2013, 10:08:54 pm**

Just added myself to the dorf list, kinda hope that my dorf might be put into the next reclaim group :P

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **December 23, 2013, 01:39:07 am**

welcome to the ongoing madness that is dwarf fortress deathgate series of chaos, death, despair, ederitch horrors from beyond, frogotten beast goo covered eggs, goblins raiding, kolbolds ending us in a silent deadly blow....and finally madness from hell!!!

thats just a typical granite for us to! dont even want to mention at the end of the year parties at obsidean...

by the way...movie was fucking awsome...true in dwarf nature to use a complicated plan to take down a fire-drake of the north by using a old mold filled with golden liquid...shame it didnt kill smaug but hey, it did hurt the awsome-asshole of chaos and despair...cheif calamity of the ages...

lets get one!!! (i shall call him smaug the second...and if we get him a lady freind all the better to take over the world by flying on the backs of death on wings!!!)

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Just Some Guy** on **December 23, 2013, 06:49:50 pm**

Can we bulid a new dining room centered around a child boiling chamber?

With windows, of course. Wouldn't want to miss the spectacle of children being scalded to death.

Also, capture a forgotten beast and find a way to harvest dust in order to use by means of chemical warfare.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **December 23, 2013, 07:37:14 pm**

I think we should try what was done by accident in Deatgate (1.0): dwarven vaccination by using a *relatively* harmless syndrome on all dwarves.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **wlerin** on **December 23, 2013, 10:17:56 pm**

Quote from: Dwarf4Explosives on December 23, 2013, 07:37:14 pm

I think we should try what was done by accident in Deatgate (1.0): dwarven vaccination by using a *relatively* harmless syndrome on all dwarves.

Hmm. I don't think that would've provided immunity to other FB syndromes though...

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **December 24, 2013, 12:50:27 am**

Problem still exists...

Where in Terry's name are we going to find a relatively harmless syndrome? We've only found one worth mentioning so far, and it's killed the damn fort twice.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **December 24, 2013, 03:20:18 am**

as dwarf fortressers's of new and old have said, lose? try and try again!

im sure if we continue using the FB goo, we *MIGHT* find somone whos immune to it...1/1000 chance i bet! also glad no vampires yet...probably all killed off by the spawn...

anyway looking forward to the forts revival...put me in the list as either the ranger for a new fort or an animal trainer...ima going to have !FUN! with those poor, poor meatsheilds.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **December 24, 2013, 07:39:34 am**

If I remember correctly, syndromes won't stack (a major issue for the DFscratch mod I'm contributing to), so giving them a single syndrome should stop them from being infected by others.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **SanDiego** on **December 24, 2013, 10:23:15 am**

Yeah, where's the numbing powder when you need it?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **TalonisWolf** on **December 24, 2013, 01:08:44 pm**

It's in the drinks. ;)

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **December 25, 2013, 12:56:41 am**

Quote from: TalonisWolf on December 24, 2013, 01:08:44 pm

It's in the drinks. ;)

and in the egg roasts....by the way, want some FB bacon and FB goo covered eggs? their roasted!!!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **TalonisWolf** on **December 25, 2013, 03:36:13 pm**

Why certainly. Do you serve Eggs Benedict at this... "+fine establishment+"

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **wlerin** on **December 25, 2013, 03:37:36 pm**

Quote from: TalonisWolf on December 25, 2013, 03:36:13 pm

Why certainly. Do you serve Eggs Benedict at this... "+fine establishment+!"

/amended

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **December 25, 2013, 05:41:18 pm**

unfotunetly we havent found the Fb for that yet, but can i intrest you in some +FB wineoakbarrel+? i can serve it in the FB light dusted powered throne in the Magma 7/7 pit. finely a nice spraydown of water to create a statue of yourself eating in +Obsidien Statue+.

please ignore the +Adamantine Cage+ that is currently sprouting sprays of fire, our animal trainers are busy training the beasty within to be a war animal.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **December 26, 2013, 09:14:50 am**

Any news from Kazimuth?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **TalonisWolf** on **December 28, 2013, 08:46:43 pm**

Well...

Quote

Last Active:December 20, 2013 04:36:47 pm

and his last post was Nov.17th.

You may want to either wait till after Xmas break is over OR pass the save to the next person on the list. On one hand, you don't want to be unfair, on the other you don't want the thread to die.

Tread carefully.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **December 29, 2013, 04:58:33 pm**

i see what you did there...also i suggest on the 3rd of january, we give the save to the next person on the list.

hopefully this wont result in the death of the fort. again...for the third time.

are we running on how many times we can get the fort to die before we breach hell? because im hopeinf the next deathgate series would either be in a terrifying necromancer area or goblin/kolbold/spawn infested territory.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **December 29, 2013, 05:53:16 pm**

Or whatever new menace Toady unleashes upon DF. Seeing as DF 2014 is probably coming out soon.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **December 30, 2013, 05:46:58 am**

What I'm more concerned about is that Anima hasn't posted in quite some time.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Lolfail0009** on **December 30, 2013, 06:06:50 am**

Quote from: kefkakrazy on December 30, 2013, 05:46:58 am
What I'm more concerned about is that Anima hasn't posted in quite some time.

Did we kill him for good by letting his avatar die?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Gentlefish** on **December 31, 2013, 12:43:21 am**

Damn it Terry! You killed Anima!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Just Some Guy** on **December 31, 2013, 06:15:05 pm**

So...

New fort in a new world?

We could make the next one about how all the void stuff resulted in multiuniversal destruction and the new world is one of the last refuges of life and sanity and now we must turn to science to strike back at the madness.

I have a pretty nifty super soldier syndrome written up.

Who's are modding guy?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **December 31, 2013, 07:55:08 pm**

Quote from: Just Some Guy on December 31, 2013, 06:15:05 pm
So...
New fort in a new world?
no.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **gunpowderteas** on **January 01, 2014, 01:53:10 pm**

So what was the consensus on the Overseer list? Do we continue with the list in the OP or did somebody start a new one?
Oh, and happy new year to all!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **January 02, 2014, 03:52:18 am**

continue, hopefully the next guy gets the fort up and running, what im wondering is why we didnt embark onto a volcano or something as !FUN! as that? forces us to...."trade" (as in we wont hold them over the open magma-pit by their toes and conveyetly go to get a drink untill we get what we want) with the elves and demon worshipping humans. and the "unknowing" vessels to.

i say we do that next fort!!!! would certainly add more appeal than to just have a hole in the ground when you can turn a volcano into a supermassive fort with inbuilt heating and actual water systems! (someone might have to do a DF hack to get some water going but hey! drinking water IS needed!)

other then that the only thing better would be if the volcano gets constantly assulted by b oth kolbolds, spawn, necromancers, undead, goblins, and FB's...and maybe the titan or dragon that comes along!

can we please? because at this rate we might have to connect the fort via surface and have all those entrences all lead to one large one thats trapped to hell and back with cage, stone fall, upright spears, and other nasty things we can come up with!

finally would make it INTRESTING to dig into a volcano with limited wood supplies. i bet by the end of the frist summer someone wouldve turned them all into beds, then moods go crazy on others...

finally i have one thing to say, in the face of the spawn, i suggest both CARP, steel or hardened iron, and ~~death trap~~ danger-room usage...dont add actual spears..i accidently did to one of my own deathtraps...it was funny for a second to see the streak of red painting the floor...good thing i got the soap industry and the bee-keeping all figured out!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **January 02, 2014, 03:56:34 am**

guys new idea, i suggest we make a ZOO, one of each carnivorous creature kept inside of a cage, rnaging from every-day nice creature to goblins and elves and the occasional humans (they really dont need to eat do they? if not then they can eat the vermin off the floor!), and maybe the occasional cyclops or were--creature we find wandering in our fortress territory. and if we manage to get a spawn, all the better for us to teach the dwarf children just where to throw a rock at to make it squeel like a pig!!!

finally itll allow our resident mad doc to...experiment on them to see what makes them tick!

i also suggest millitarizing any giant cave spiders we find after we get a breeding pair...thats if they breed...

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **January 02, 2014, 07:23:20 am**

Chaosmaker, I like your ideas. But at the moment we are even having problems at staying alive, so it's doubtful that we'll suceed at building **anything** amazing anytime soon. :D
Spoiler (click to show/hide)
btw, i challenge the next overseer to build something awesome anyway.
Quote from: gunpowderteas on January 01, 2014, 01:53:10 pm
So what was the consensus on the Overseer list? Do we continue with the list in the OP or did somebody start a new one?
Oh, and happy new year to all!
Happy new year! The overseer list? Well, I squeezed myself in after wlerin, so it should be Kazimuth's turn now. He didn't reply yet though.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **January 03, 2014, 01:41:16 am**

meh, hes probably either slacking off or hasnt really paid attention to the forums...or hasnt even goiten the mmessage.... suggest we move down the next person as soon as the deadline is hit, give or take a day.

other then that in 3 days i wont be able to play DF anytime soon, so back to my own game, so far dealt with several goblin ambushes and made my own ZOO, with the star attraction being a "guest" cyclops thing with 2 heads. heres to hoping i get war grizzels soon as i get a male bear...and then move unto the G-cave spiders...its going to be AWSOME! anyknow know if they can breed or not? otherwise i might have to stick with war bears.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **TalonisWolf** on **January 03, 2014, 01:45:58 am**

New report: Kazimuth was last active Dec.30th. So he's still around?

But he hasn't posted since Nov.17th, so it's possible he has Bay12 Forum as his homepage and it counts that as activity...

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **January 03, 2014, 02:53:36 am**

might be that, but on more news from my own fort....

I caught a dragon in a Tin Cage....any ideas on what to do with it? going to turn off temp for now...just untill i get it in a nice safe place...so !FUN! doesnt happen, i was worried for a moment my traps wouldnt cut it and my military ~~doesnt have marked waves~~ is a recipe for !FUN!.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **January 03, 2014, 07:21:54 am**

Wow. I'd recommend attempting to tame it, so you can safely put it in it's own enclosure. I'd also recommend editing the raws by adding the "[CHILD]" token to the dragons raws (and reducing the incubation period for dragon eggs), so you can eventually have a dragonsplosion.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **wlerin** on **January 03, 2014, 08:33:45 am**

[Quote from: Yuli Viasi on December 17, 2013, 01:06:39 pm](#)
i've finally uploaded the save, you can find the link below. i am sorry that it took me so long. i have no excuses.
[Spoiler \(click to show/hide\)](#)
<http://dffd.wimbli.com/file.php?id=8221>
who's next?

It's been what, 15 days or so? Last I'd talked with Kazimuth (before Yuli did the reclaim) he abdicated anyway. I think it's Tryrar's turn now.

Title: Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)
Post by: TalonisWolf on January 03, 2014, 02:01:00 pm

[Quote from: Lolfail0009 on December 30, 2013, 06:06:50 am](#)
[Quote from: kefkakrazy on December 30, 2013, 05:46:58 am](#)
What I'm more concerned about is that Anima hasn't posted in quite some time.

Did we kill him for good by letting his avatar die?

Anima was active Jan.1st, but his last post was Nov.16. And it was this:

[Quote from: AnimaRytak on November 16, 2013, 04:50:05 pm](#)
I don't even know where we're at anymore.

Doesn't look promising...

Title: Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)
Post by: tryrar on January 03, 2014, 02:07:09 pm

[Quote from: wlerin on January 03, 2014, 08:33:45 am](#)
[Quote from: Yuli Viasi on December 17, 2013, 01:06:39 pm](#)
i've finally uploaded the save, you can find the link below. i am sorry that it took me so long. i have no excuses.
[Spoiler \(click to show/hide\)](#)
<http://dffd.wimbli.com/file.php?id=8221>
who's next?

It's been what, 15 days or so? Last I'd talked with Kazimuth (before Yuli did the reclaim) he abdicated anyway. I think it's Tryrar's turn now.

Really? Well, if I must...

Edit: First off, can I get a status screen from the beginning of the year? Also, what do we need(besides not dying?)

Title: Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)
Post by: Yuli Viasi on January 03, 2014, 02:51:02 pm

[Quote from: ChaosMaker on January 03, 2014, 02:53:36 am](#)
might be that, but on more news from my own fort....

I caught a dragon in a Tin Cage....any ideas on what to do with it? going to turn off temp for now...just until i get it in a nice safe place...so IFUN! doesnt happen, i was worried for a moment my traps wouldnt cut it and my military ~~doesnt have markedwarves~~ is a recipe for IFUN!
[Quote from: Dwarf4Explosives on January 03, 2014, 07:21:54 am](#)
Wow. I'd recommend attempting to tame it, so you can safely put it in it's own enclosure. I'd also recommend editing the raws by adding the "[CHILD]" token to the dragons raws (and reducing the incubation period for dragon eggs), so you can eventually have a dragonsplosion.

Woah, be careful with that.

Title: Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)
Post by: Yuli Viasi on January 03, 2014, 02:56:30 pm

[Quote from: tryrar on January 03, 2014, 02:07:09 pm](#)
Edit: First off, can I get a status screen from the beginning of the year? Also, what do we need(besides not dying?)

Ok. Not dying sounds good. You need food. Srsly, you are out of plump helmet spawn. Get food.
...
And a military. Archers should do for now.
...
Uhm yeah. That's all we need for now.

Title: Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)
Post by: Dwarf4Explosives on January 03, 2014, 05:08:44 pm

Also, while it's been said repeatedly, avoid all egg roasts you come across. Try to keep the caverns walled off, we've died twice to FB's coming out of them (including the egg-roast incident).

Title: Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)
Post by: ChaosMaker on January 03, 2014, 05:10:51 pm

[Quote from: Yuli Viasi on January 03, 2014, 02:56:30 pm](#)
[Quote from: tryrar on January 03, 2014, 02:07:09 pm](#)
Edit: First off, can I get a status screen from the beginning of the year? Also, what do we need(besides not dying?)

Ok. Not dying sounds good. You need food. Srsly, you are out of plump helmet spawn. Get food.:edit- find a way to eat sentiments, that way we can have goblin sandwich's! or elf meat...
...
And a military. Archers should do for now.-edit: we need more marksdwarves using bone or wood bolts!
...
Uhm yeah. That's all we need for now.:edit- i can remeber what else needs to be done, such as dumping all the stuff on the surface for reclaiming...add more IFUN!

modifid it for ya! anyway going to check on how to change the Raws for the dragon, mostly i got a male, hopin for a lady dragon soon! thankfully it hasnt sprouted fire yet, and maybe war dragons will be more intersting then war-dogs...war dragons...must...have...where can i change the raws and get the dragons [CHILD] and a several month long incubation period?

Title: Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)
Post by: Dwarf4Explosives on January 03, 2014, 06:20:46 pm

Just open the raws of DF. I believe Dragons are under creatures_other. Also, use [CHILD:N], where N is how long you want them to take growing up. Incubation period is already done, I think, but I believe you should find it under a separate section for the egg items.

Title: Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)
Post by: Lolfail0009 on January 03, 2014, 06:59:52 pm

[Quote from: Dwarf4Explosives on January 03, 2014, 06:20:46 pm](#)
Just open the raws of DF. I believe Dragons are under creatures_other. Also, use [CHILD:N], where N is how long you want them to take growing up. Incubation period is already done, I think, but I believe you should find it under a separate section for the egg items.

Dragons are under creatures_standard, actually.

Title: Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)
Post by: ChaosMaker on January 03, 2014, 11:49:30 pm

okfay found the raws, now where do i put the child thing? frist time modifying...and is the raws in a creature_Standard_notepad?

Title: Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)
Post by: Dwarf4Explosives on January 04, 2014, 07:06:56 am

Just go to the text file named creature_standard, double-click it to open, scroll down until you see [CREATURE:DRAGON]. I'd add [CHILD:4] anywhere after [CREATURE_TILE:'D'] [COLOR:2:0:0].

Title: Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)
Post by: ChaosMaker on January 04, 2014, 08:16:48 am

okay heres what i did, correct me if i did it wrong
1)i clicked on the file labeled dwarf fortress 0.34.11
2) i clicked on the raws
3)i went to Creature_standard
4)then i added in the [Child:4]

did i do it right? im quite the crappy rookie at this, even though i play the fort a bit, its more of somthing to do while i wait for either my dwarf to get revived into a new form and the fort to escape from terry's clutches again...me thinks ol terry is play its usual tricks on us, keeping the world in a sort of limbo while it crackles in delight, in other words had a goblin invasion force during a dwarf merchant run, lost a human merchant run due to 2 ambushes...the goblins really dont like me...might be ebcause i threw all their thieves and ambushers into a pit where my marksdwarves either shot at them or my melee squad beat them to a pulp...and stole their clothes and armour and weapons...deifnetly made a killing that year with all the trade. on a side note should i equip all my dwarves with silver whips and scourges? its amusing to see all the attack damage of tearing the goblins bit by bit...also i need to figure out a way to lure a female dragon and then train her to get dragon pups, once i get enough keep the big, strong, and quick dragons and butcher the rest for their bones and skulls, and scale armour...what can i say a draogn industry sounds damn awsome! if the fort ever revives and we need an animal trainer....

thats it, ive changed my mind! make me a animal trainer so we can get dragons!!!murdermachines shall be known for their dragon pens...anbd besides i dont think the spawn are dragon-fire proof! should add more fun with them clearing out our stockpiles filled with FB goo! i also support my idea of a shower area with pumps similar to the battery recycling water to sort of "clean" our dwarves, and if we do get tallow...make soap...makes dwarves happy and we dont die of ifnections...took me awhile to get that up and running.

now that im rambling and your all probably shaking your heads at this new guy at dwarf fortress rrambling along, ill say this...

ARENA! GOBLINS, DEMONS, VOIDSPAWN VERSUS DRAGONS AND DWARVES!!! may the best draogn riding dwarf win! (i can imgain the fighting going on and in a instant a gate collapses and a dragon similar to smaug from desolation of smaug from the hobbit movie just slowing growling as it prowls towards the goup, and a dwarf clad in adamantine armour roars a challenge as the group in turned to ashes from dragon-fire!)

i got dragon-sickness...must...have...!FUN! i dont want to sleep...is this normal?

Title: Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)
Post by: Dwarf4Explosives on January 04, 2014, 08:36:38 am

Heh, I'm probably even more of a newb than you are; my first fort hasn't even died off yet. Just copy-paste the dragons raws after clicking on the # sign and I'll check to see whether you did it right.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **tryrar** on **January 04, 2014, 11:08:46 am**

Ok, this is a dwarf fortress cliché, but I have no clue where anything is, especially the levers controlling the entrance. I might just rebuild the entrance just so I know where I stashed the levers for the bridge...

Anyways, first granite, and I'm basically assigning someone to do heavy plant gathering to find some plump helmets so we can brew shit.(either that, or do some trading.) Anyways, 16 dorfs wont use up the massive supplies of cooked meals we have. Also, found out why we have no plump helmet spawn; some idiot turned on cooking seeds for all our stockpiles(i turned that off for now)

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **January 04, 2014, 11:22:19 am**

This is giving me a serious déjà vu to my first read-through of the original Deathgate. We're going to end up with three separate entrances again, aren't we?

Concerning the cooked meals, check them all for contaminants and then check if they're forbidden.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **tryrar** on **January 04, 2014, 11:33:20 am**

I know :P. I did find the gate levers, so I don't need to move the entrance again, but the bigger issue is we're out of cloth and thread, so I'll be forced to trade with the elves(we don't have enough military to simply take shit)

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **tryrar** on **January 04, 2014, 11:46:17 am**

Ummm, guys, you know that thing about not dying? Wellll....

Edit: NVM, crisis avoided. FB contained

Edit Edit: Actually, I just screwed up. In an effort to release a dorf that had been trapped in a separated part of the cavern, I flipped another lever...only to find it was the master control lever for all the bridges in the Deep City. three guesses who decided to party with the dorfs...

Edit edit edit: Ok, no hope of recovery. I have 4 dorfs left, 3 of which are trapped in an area with no food, no drinks, and not a single pick to dig them out(so they're dead anyways); not that there's a point of digging them out with the FB on the loose. Even after dogpiling him with everyone, he still murderized the entire fort. So, what do you guys want me to do? I'm still not too far into the turn, so I can savescum if you guys want, or just pass on the previous save...

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **January 04, 2014, 12:47:35 pm**

This is glorious. Three deaths in a row to FB's. We should just repeatedly reclaim-abandon to import massive amounts of the stuff we need (we bring the contents of the cart to a place it won't scatter after reclaim and then abandon immediately).

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **tryrar** on **January 04, 2014, 01:01:39 pm**

actually, on further thought, I'll just pass my turn. Just note that in the Deep City, there's a lever above two other levers that's the master control switch for every bridge. FLIP ONLY IN EMERGANCIES

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **January 04, 2014, 01:06:13 pm**

Too bad, the collapse into further death and slight destruction has always been the funniest part of this fort.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **January 04, 2014, 04:15:23 pm**

wow, deathgate just got more killy if we cant even salvage a fort from death itself!

i vote we just marks-dwarf the FB's entirely...or just seal the caverns off untill we reach 100 pop with 1/5 in the millitary and done carp and the !FUN! room training, also all children (not babies, kids) be put into kindergarden.

heres what i did:
Spoiler (click to show/hide)
[CREATURE:DRAGON]
[DESCRIPTION:A gigantic reptilian creature. It is magical and can breath fire. These monsters can live for thousands of years.]
[NAME:dragon:dragons:draconic]
[CASTE_NAME:dragon:dragons:draconic]
[CREATURE_TILE:'D']
[COLOR:2:0:0]
[PETVALUE:10000]
[PET]
[TRAINABLE]
[MOUNT_EXOTIC]
[BIOME:ANY_LAND]
[FREQUENCY:5]
[CAN_DO_INTERACTION:MATERIAL_EMISSION]
[CDI:ADV_NAME:Breath fire]
[CDI:USAGE_HINT:ATTACK]
[CDI:BP_REQUIRED:BY_CATEGORY:MOUTH]
[CDI:FLOW:DRAGONFIRE]
[CDI:TARGET:C:LINE_OF_SIGHT]
[CDI:TARGET_RANGE:C:15]
[CDI:MAX_TARGET_NUMBER:C:1]
[CDI:WAIT_PERIOD:50]
[FIREIMMUNE_SUPER]
[FANCIFUL]
[MEGABEAST][DIFFICULTY:10]
[ATTACK_TRIGGER:80:10000:100000]
[SPHERE:FIRE]
[SPHERE:WEALTH]
[CURIOUSBEAST_ITEM]
[NOFEAR][NOEXERT]
[BUILDINGDESTROYER:2]
[LIKES_FIGHTING]
[GRASSTRAMPLE:50]
[BONECARN]
[PREFSTRING:terrible majesty]
[BODY:QUADRUPED:TAIL:2EYES:NOSE:2LUNGS:HEART:GUTS:ORGANS:THROAT:NECK:SPINE:BRAIN:SKULL:4TOES_FQ_REG:4TOES_RQ_REG:MOUTH:TONGUE:GENERIC_TEETH_WITH_LARGE_EYE_TEETH:RIBCAGE]
[BODY_DETAIL_PLAN:STANDARD_MATERIALS]
[REMOVE_MATERIAL:SKIN]
[REMOVE_MATERIAL:LEATHER]
[REMOVE_MATERIAL:HAIR]
[USE_MATERIAL_TEMPLATE:SCALE:SCALE_TEMPLATE]
[BODY_DETAIL_PLAN:STANDARD_TISSUES]
[REMOVE_TISSUE:SKIN]
[REMOVE_TISSUE:HAIR]
[USE_TISSUE_TEMPLATE:SCALE:SCALE_TEMPLATE]
[BODY_DETAIL_PLAN:VERTEBRATE_TISSUE_LAYERS:SCALE:FAT:MUSCLE:BONE:CARTILAGE]
[USE_MATERIAL_TEMPLATE:CLAW:NAIL_TEMPLATE]
[USE_TISSUE_TEMPLATE:CLAW:CLAW_TEMPLATE]
[TISSUE_LAYER:BY_CATEGORY:TOE:CLAW:FRONT]
[BODY_DETAIL_PLAN:LEATHERY_EGG_MATERIALS]
[SELECT_TISSUE_LAYER:HEART:BY_CATEGORY:HEART]
[PLUS_TISSUE_LAYER:SCALE:BY_CATEGORY:THROAT]
[TL_MAJOR_ARTERIES]
[BODY_DETAIL_PLAN:STANDARD_HEAD_POSITIONS]
[BODY_DETAIL_PLAN:HUMANOID_RIBCAGE_POSITIONS]
[USE_MATERIAL_TEMPLATE:SINEW:SINEW_TEMPLATE]
[TENDONS:LOCAL_CREATURE_MAT:SINEW:200]
[LIGAMENTS:LOCAL_CREATURE_MAT:SINEW:200]
[HAS_NERVES]
[USE_MATERIAL_TEMPLATE:BLOOD:BLOOD_TEMPLATE]
[BLOOD:LOCAL_CREATURE_MAT:BLOOD:LIQUID]
[CREATURE_CLASS:GENERAL_POISON]
[GETS_WOUND_INFECTIONS]
[GETS_INFECTIONS_FROM_ROT]
[USE_MATERIAL_TEMPLATE:PUS:PUS_TEMPLATE]
[PUS:LOCAL_CREATURE_MAT:PUS:LIQUID]
[BODY_SIZE:0:0:6000]
[BODY_SIZE:1000:0:250000000]
[BODY_APPEARANCE_MODIFIER:LENGTH:90:95:98:100:102:105:110]
[BODY_APPEARANCE_MODIFIER:HEIGHT:90:95:98:100:102:105:110]
[BODY_APPEARANCE_MODIFIER:BROADNESS:90:95:98:100:102:105:110]
[ATTACK:BITE:CHILD_BODYPART_GROUP:BY_CATEGORY:HEAD:BY_CATEGORY:TOOTH]
[ATTACK_SKILL:BITE]
[ATTACK_VERB:bite:bites]
[ATTACK_CONTACT_PERC:100]
[ATTACK_PENETRATION_PERC:100]
[ATTACK_FLAG_EDGE]
[ATTACK_PRIORITY:MAIN]
[ATTACK_FLAG_CANLATCH]
[ATTACK:CLAW:CHILD_TISSUE_LAYER_GROUP:BY_TYPE:STANCE:BY_CATEGORY:ALL:CLAW]
[ATTACK_SKILL:GRASP_STRIKE]
[ATTACK_VERB:claw:claws]
[ATTACK_CONTACT_PERC:100]
[ATTACK_PENETRATION_PERC:100]

[ATTACK_FLAG_EDGE]
[ATTACK_PRIORITY:MAIN]
[ALL_ACTIVE]
[MENT_ATT_RANGE:WILLPOWER:3000:3500:3750:4000:4250:4500:5000]
[LAIR:SIMPLE_BURROW:100]
[HABIT_NUM:TEST_ALL]
[HABIT:COLLECT_WEALTH:100]
[NATURAL_SKILL:BITE:8]
[NATURAL_SKILL:GRASP_STRIKE:8]
[NATURAL_SKILL:RANGED_COMBAT:8]
[NATURAL_SKILL:MELEE_COMBAT:8]
[NATURAL_SKILL:DODGING:8]
[NATURAL_SKILL:SITUATIONAL_AWARENESS:8]
[SWIMS_INNATE][SWIM_SPEED:2500]
[CHILD:4]
[HOMEOTHERM:10040]
[CASTE:FEMALE]
[FEMALE]
[LAYS_EGGS]
[EGG_MATERIAL:LOCAL_CREATURE_MAT:EGGSHELL:SOLID]
[EGG_MATERIAL:LOCAL_CREATURE_MAT:EGG_WHITE:LIQUID]
[EGG_MATERIAL:LOCAL_CREATURE_MAT:EGG_YOLK:LIQUID]
[EGG_SIZE:6100]
[CLUTCH_SIZE:1:3]
[CASTE:MALE]
[MALE]
[SELECT_CASTE:ALL]
[SET_TL_GROUP:BY_CATEGORY:ALL:SCALE]
[TL_COLOR_MODIFIER:GREEN:1]
[TLCM_NOUN:scales:PLURAL]
[SET_TL_GROUP:BY_CATEGORY:EYE:EYE]
[TL_COLOR_MODIFIER:BLACK:1]
[TLCM_NOUN:eyes:PLURAL]
[SELECT_MATERIAL:ALL]
[MULTIPLY_VALUE:15]
[COLDDAM_POINT:NONE]
[HEATDAM_POINT:NONE]
[IGNITE_POINT:NONE]
[IF_EXISTS_SET_MELTING_POINT:55000]
[IF_EXISTS_SET_BOILING_POINT:57000]
[SPEC_HEAT:30000]
Need to make sure blood and pus aren't solid at regular temperatures.
[SELECT_MATERIAL:BLOOD]
[PLUS_MATERIAL:PUS]
[MELTING_POINT:10000]

did i do it right? i so want war dragons...(plus changed exotic pet so they could breed)

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **January 04, 2014, 06:53:29 pm**

[IF_EXISTS_SET_MELTING_POINT:55000]
[IF_EXISTS_SET_BOILING_POINT:57000]
[SPEC_HEAT:30000]

And the code to make blood and pus fluid seem like they're a bad idea. If I remember correctly, the right way to change that is to go to the blood and pus templates and set them to be in fluid form.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **January 04, 2014, 07:23:55 pm**

erm didnt actually answer the question but any idea when the next overseer gets around to updating? cause at this rate we might have to do a quick redo-over and STAY in the upper levels, at least untill we get the right amount of dwarves in the millitary and then have the caverns sealed... in fact i say we just seal the damn things already and KEEP them sealed. if we must absolutle need the Adamtnine, we can just lure the FBS to the arena, and then let it be a demon vs void-spawn vs goblin vs Frogotten beast, the winner gets to face the dwarven millitary of murdermachines riding their dragons to victory! also any ideas on how to lure another dragon to the fort? besides making so much crap it shoots up the value?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **wlerin** on **January 05, 2014, 07:48:48 am**

Quote from: tryrar on January 04, 2014, 11:08:46 am

Ok, this is a dwarf fortress cliché, but I have no clue where anything is, especially the levers controlling the entrance. I might just rebuild the entrance just so I know where I stashed the levers for the bridge...

I think Yuli built a second, simpler entrance. Might want to see how that works. The levers for the old gate have notes, if I'm not mistaken, and were in the middle of one of the busier parts of the old fort.

Quote from: tryrar on January 04, 2014, 11:08:46 am

Anyways, first granite, and I'm basically assigning someone to do heavy plant gathering to find some plump helmets so we can brew shit.(either that, or do some trading.)

Probably the best idea. Where from? The caverns or the upper soil areas? Because the latter may still have wandering goblins and voidspawn thralls... and of course the cavern has its own unique set of dangers.

Quote from: tryrar on January 04, 2014, 11:08:46 am

Anyways, 16 dorfs wont use up the massive supplies of cooked meals we have.

Well, that would be true... if about half to 2/3rds of those cooked meals weren't contaminated with a deadly toxin. Best to find another source of food.

EDIT: Ah. The fortress has fallen. Again.

Quote from: Dwarf4Explosives on January 04, 2014, 12:47:35 pm

This is glorious. Three deaths in a row to FB's. We should just repeatedly reclaim-abandon to import massive amounts of the stuff we need (we bring the contents of the cart to a place it won't scatter after reclaim and then abandon immediately).

That's ... not such a bad idea. EXCEPT, aside from food, the fortress should already have everything we need lying around either inside or scattered on the surface. Worst case scenario (I personally think this is cheap and will probably lead to more bugs) could just have each reclaim party bring weapons and some food, sort through the trash and bring what's needed to a designated location in the Deep Fort before they are inevitably killed by FBs or starvation... and then the final group just brings food and makes a mad dash for the stockpiles below.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **January 05, 2014, 08:32:27 am**

hmm or we could use D-hack...and possible say the void sort of...burped...and let us gather all the plants and trees, as well as make a few NECESSARY modifications, like dumping all the trash into one easy to reach location, dump the FB covered eggs into the outside of the fort (let nature take its course...and of course the goblins, thralls, kolbolds, ect all die from parallisis!)

might be cheap, but at this point im willing to be called a cheater just to get this fort untill its 20th year, where we WILL breach hell wether were ready or not!

and possibly unleash terry unto the unsuspecting world in all its chaos-godly form! all and all, im thinking were more like the deamons from warhammer universe now, only with the void instead of the bitchy warp. (the voids cooler, litterally and it makes more sense then that hell-hole!)

anyway good luck living past the frist few months, youll need it for the elves...i strongly suggets unless they have pets we want we string them up in cages as void-spawn bait...please? the humans, eh good for some things like bars and food, (hell in my game i bought out an entire 6 caravan and 4 cow/donkey group of human traders...and let them have over 30k riches...why? because i didnt need most of the crap i got from overtime goblin stipcaging, kolbolds, the odd siege, and several caravans dieing due to unfortunete envents out of my control.....-_-.....i knopw what your thinking, i did not wall in a human caravan and drowned them, its unoriginal!...now if i said i magmad them to death would you believe me?)

anyway looking forward to the journal/update! hope to see us live this time...even if im betting we all starve and have to get new hosts again...exactly why does the kingdom keep sending us host's? even after all the horror stories? because at this rate were going to get our asses chewed up in the murdermachines grinder untill we cloge the killyness up and breach hell because of our boredom.

also i suggest this time when we make a hell bunker we KEEP it a bunker untill we have at least 2-3 sqauds on standby in adamantine armour weilding either silver hammers, or adamantine axes...all trained to legendary...with markdwarf back-up....and a population of 100 complete wityh farms and food supplies. all but a dream right now though.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **January 10, 2014, 10:41:34 pm**

....is anyone on these days anymore? heres to hoping the thread doesnt die...because if so murdermachines has truly beaten us to death with a meatgrinder so full of our dwarves if aint funny anymore...

seriously i think the spawn might have been a bit to killy this time around...with the whole entralling thing we got going on, i say next embark we go to a savage/evil zone, dig and not ever come to the surface..and turn the trade depot into a caravan trap/murdermachine when we dont need the elves wood or the humans trade anymore. we should aspire to become a moutain home and make a TRUE hellbunker...plus conquer hell and pretty much move right on in!

also if we happen to capture undead we can make a vampire testing ground for any new migrants, thus allowing us to ensure we dont get any bloodsuckers that keep on messing with our dwarves...i suggest we lock any vampires up and make a way for us to....execute...them via magma, (will need magma proof stone and wood to do this with pumps, a resivor, some cells, and of course water to obsidianize the magma... this will be awsome....

anyway anyone up for saying murdermachines beacon just broke down because of poor stone quality and of course host dwarves poor craftdwarfship? we can definetely survive better in a evil/undead/demon infested zone better then this right now...with the fact people just arent intrested in playing (or cant due to real life sucking aka -*terry*-

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **January 11, 2014, 07:09:21 am**

Look, Anima hasn't posted in weeks and the person whose turn it is hasn't come. I'd say this fort is dead.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Lolfail0009** on **January 11, 2014, 08:23:27 am**

Quote from: Dwarf4Explosives on January 11, 2014, 07:09:21 am

Look, Anima hasn't posted in weeks and the person whose turn it is hasn't come. I'd say this fort is dead.

Ibid.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **AnimaRytak** on **January 11, 2014, 11:39:43 pm**

The void cannot hold us any longer.
Mortals beware.

No really, I have no idea what is going on. I stopped updating saves because one sentence updates were annoying the shit out of me.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Lolfail0009** on **January 11, 2014, 11:51:26 pm**

Quote from: AnimaRytak on January 11, 2014, 11:39:43 pm
The void cannot hold us any longer.



You Americans have school, no?
There is always a void to escape from.

But seriously, welcome back Anima!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **AnimaRytak** on **January 12, 2014, 01:31:46 am**

Quote from: Lolfail0009 on January 11, 2014, 11:51:26 pm
Quote from: AnimaRytak on January 11, 2014, 11:39:43 pm
The void cannot hold us any longer.



You Americans have school, no?
There is always a void to escape from.
But seriously, welcome back Anima!

There's a difference between a void and negative integers.
Especially when the average American IQ is involved.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **TalonisWolf** on **January 12, 2014, 08:57:50 pm**

Hehehe...
:D
What? I'm Canadian, I'm allowed to laugh!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **gunpowderte** on **January 13, 2014, 04:59:42 am**

Quote from: TalonisWolf on January 12, 2014, 08:57:50 pm
Hehehe...
:D
What? I'm ~~Canadian~~ Northern-North-American, I'm allowed to laugh!

fixed that...

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **TalonisWolf** on **January 13, 2014, 04:54:28 pm**

We may be dumb, but we are still a wee bit more intelligent than the U.S. We try to stay on people's good side, not invade countries given the poorest excuse.
Sorry, I ranted. My apologies, now return to the daily dose of murder and choas.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Mr. Strange** on **January 13, 2014, 06:19:55 pm**

Internet has been hating me for a month and when I can finally get back here the fort is dying again... it must be monday.
Seriously though, tryrar is smart in bailing out on this. I have never seen fort so absolutely fucked and messed up than this one. Trolls and goblins walk among dwarfs, walls are made of shrooms and corpses are all over the place. And this forts "design"... ugh, my OCD.
I'd offer to play a turn but I kill well organized and self-sufficent forts without even trying, it'd be more certain death than another go with Yuli. Call me an elf with fake beard if you want, but this doesn't seem reclaimable without ~~void~~ divine interference.
[Spoiler](#) (click to show/hide)



Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **TalonisWolf** on **January 13, 2014, 07:06:37 pm**

Like the mushroom walls, things must be very triply.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **wlerin** on **January 14, 2014, 03:18:09 am**

The shroom walls are just a result of trying to open the game using a different graphics pack than what the raws are using. As long as the game doesn't have any custom raw files, just replace the raws in the save folder with a copy of your own.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **gunpowdertea** on **January 14, 2014, 05:22:19 am**

@TalonisWolf
Sorry, was just poking a bit on the fact that... USAers? USAians? are commonly being referred to as "Americans". As the Arrogant Worms said, it would be like referring only to the French as Europeans, while there are so many small countries cluttering the continent...

But at least Canada is really big. (40x France)

Edit: Oh, and while studying there (Canada, not France) I learned about the two national sports: Hockey and America Bashing... ;)

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Lolfail0009** on **January 14, 2014, 05:54:11 am**

Quote from: gunpowdertea on January 14, 2014, 05:22:19 am
Edit: Oh, and while studying there (Canada, not France) I learned about the two national sports: Hockey and America Bashing... ;)

What about professional apologising?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **gunpowdertea** on **January 14, 2014, 09:13:01 am**

Quote from: Lolfail0009 on January 14, 2014, 05:54:11 am
Quote from: gunpowdertea on January 14, 2014, 05:22:19 am
Edit: Oh, and while studying there (Canada, not France) I learned about the two national sports: Hockey and America Bashing... ;)

What about professional apologising?

"Forgive us, we're Canadians"...

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **January 14, 2014, 10:44:11 am**

Quote from: wlerin on January 14, 2014, 03:18:09 am
The shroom walls are just a result of trying to open the game using a different graphics pack than what the raws are using. As long as the game doesn't have any custom raw files, just replace the raws in the save folder with a copy of your own.

This fort does have custom raws, for the voidspawn.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **January 14, 2014, 01:48:52 pm**

Note to self: mod in edible walls for next fortress.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Mr. Strange** on **January 14, 2014, 05:34:54 pm**

Quote from: Dwarf4Explosives on January 14, 2014, 01:48:52 pm
Note to self: mod in edible walls for next fortress.
Quote from: TalonisWolf on January 13, 2014, 07:06:37 pm
Like the mushroom walls, things must be very triply.
Magic mushrooms, instant fay mood... that would explain why I saw buckets chasing bolts down the halls. Some of the creativity dwarfs are showing in their artifacts is starting to make sense now.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **TalonisWolf** on **January 14, 2014, 08:56:34 pm**

Quote from: Mr. Strange on January 14, 2014, 05:34:54 pm
Quote from: Dwarf4Explosives on January 14, 2014, 01:48:52 pm
Note to self: mod in edible walls for next fortress.
Quote from: TalonisWolf on January 13, 2014, 07:06:37 pm
Like the mushroom walls, things must be very triply.
Magic mushrooms, instant fay mood... that would explain why I saw buckets chasing bolts down the halls. Some of the creativity dwarfs are showing in their artifacts is starting to make sense now.

So you're saying the dorfs have gained self-awareness, andare trying to show us things from their point of view? That should be interesting... ;)

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **wlerin** on **January 15, 2014, 05:32:24 am**

Quote from: kefkakrazy on January 14, 2014, 10:44:11 am
Quote from: wlerin on January 14, 2014, 03:18:09 am
The shroom walls are just a result of trying to open the game using a different graphics pack than what the raws are using. As long as the game doesn't have any custom raw files, just replace the raws in the save folder with a copy of your own.

This fort does have custom raws, for the voidspawn.
Oright. Doh!

Looks like they are in separate files, though, so while you can't delete the old raws, you *can* just copy the ones from your graphics pack over. I think.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **January 15, 2014, 11:10:39 am**

murrah the fort lives! thank god i needed the extra laughs here at (the void)...and the fact im in alaska job corp right now sucks....no dwarf fortress!!!! (cannot play my own little fort of death and carnage, i got dragons bitches!)

also take your turn! no way this can get more messed up anyhow. and if you do its considered a successfull ending to a overseers carreer in online fortress mode!

finally glad to see you back anima!!! heres to the fort going to hell at least before we fall to demons...i vote for deathgate 3 we start iher in the moutains with no wood or near a volcano!! and then turn nature into our own heated flooring! (put magma underneath our apartments for our dwarves! bheated floors for your inconvenience....bno complaining about super hot floors, you should bve wearing socks and boots people! if you happen to fall into the magma chamber via falling through the melted floor we are not responsible for your loos and everything will be given to your next of kin...or to some other unlucky sob!)

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **January 15, 2014, 11:17:24 am**

Quote from: TalonisWolf on January 13, 2014, 04:54:28 pm
We may be dumb, but we are still a wee bit more intelligent than the U.S. We try to stay on people's good side, not invade countries given the poorest excuse.
Sorry, I ranted. My apologies, now return to the daily dose of murder and choas.

meh im alaskan, and the usa considerds us a forigen country right now me thinks....so worry not! canada kloves us when we cross the border...were VERY polite...

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **TalonisWolf** on **January 15, 2014, 04:44:52 pm**

Wouldn't know, I'm on the other side of the continent (Nova Scotia). Thus, I've actually never met an Alaskan, although I may someday.
I find it funny that Alaska was originally a Russian Territory back in the age of (either Colonization, Expansion, or Discovery). And sold it for a price which was a rip-off, really. Hehehe...

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **January 15, 2014, 05:04:12 pm**

Whenever I think of Canada, the first thing that springs to mind is a mental image of a webcomic. This comic just happens to depict a Canadian mad scientist making an extremely polite attempt to attack the United States using adorable GM puppies. Then he asks for bagels.
Incidentally, how long do you think it will take (not counting the time it will take to get the fort up and running) to wipe out the Voidspawn? Because this fortress lacks the amusing genocide (of both elves, dwarves, demons and goblins) of the original.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **gunpowdertea** on **January 16, 2014, 03:45:40 am**

Au contraire, my *amis*. We do have genocide of Dorfs, and that has to count for something...
I guess the Voidspawn are really a bit too badass to wipe them out in one go. There was the plan to pit them against the clowns in the ~~ass~~rena, but we do need some more construction work till that is set up correctly.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Lolfail0009** on **January 16, 2014, 04:52:32 am**

Guys I was rereading Deathgate and the next thing I know my MAC address is on watch by my local police. (Got redirected to their site, saying my browser was in lockdown pending further investigation)
Terry may have infiltrated the authorities.
HE COULD BE ANYWHERE.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **gunpowdertea** on **January 16, 2014, 08:54:12 am**

Well, that sounds like a scam to me...
Edit: Wait, your MAC? How is that even visible outside the local network (that is, before you reach the first switch or so)?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **TalonisWolf** on **January 16, 2014, 12:43:34 pm**

Have you tried asking the authorities why they are watching you? If you are being monitored and blocked, I believe you have the right (by law) to demand an explanation.
Of course, the law may be different where you are. But I'm pretty sure they can't arrest you for asking.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **January 16, 2014, 01:32:17 pm**

Quote from: Lolfail0009 on January 16, 2014, 04:52:32 am
Guys I was rereading Deathgate and the next thing I know my MAC address is on watch by my local police. (Got redirected to their site, saying my browser was in lockdown pending further investigation)
Terry may have infiltrated the authorities.
HE COULD BE ANYWHERE.

That is almost certainly a malware you've picked up someplace. Get a virus scanner, not a lawyer.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **TalonisWolf** on **January 16, 2014, 09:00:49 pm**

If it is malware, the authorities probably like to know that someone is impersonating them and get to tracking the jerkwad down, anyways.
...
We just derailed, didn't we.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **January 16, 2014, 09:48:14 pm**

Hardly the worst derail Murdermachines has experienced.
Seriously, I'm pretty sure I've heard of a malware that redirects your browser and claims to be the cops. Get your comp cleaned.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **TalonisWolf** on **January 16, 2014, 10:56:12 pm**

On another topic, I found a thread which claims it can wipe out all traces of hells existence (and mine slade). Given that this fortress's predecessor was the first succession fortress to colonize hell, it only makes sense that at some point we'd try to step it up, so here it is:
<http://www.bay12forums.com/smf/index.php?topic=135431.0> (<http://www.bay12forums.com/smf/index.php?topic=135431.0>)
On a similar note, ever since Deathgate colonized hell, hell has been spelled with a lowercase "h". Good Job. ;D

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Vlas** on **January 17, 2014, 08:11:10 am**

Quote from: kefkakrazy on January 16, 2014, 09:48:14 pm
Hardly the worst derail Murdermachines has experienced.
America!
Canada!
America!
Canada!
Alaska!
...
APPLE!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Lolfail0009** on **January 18, 2014, 04:44:26 am**

As it turns out, it was malware. The guy contacted me (he only got my old school email address, somehow) and called me, and I quote, "a fucking cyber-paladin for being able to hide from his bot". He even sent me the data he got from me, which wasn't much even decrypted.
E:
Quote from: Yuli Vlas on January 17, 2014, 08:11:10 am
Quote from: kefkakrazy on January 16, 2014, 09:48:14 pm
Hardly the worst derail Murdermachines has experienced.
America!
Canada!
America!
Canada!
Alaska!
...
APPLE!

Sigged :3

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **January 19, 2014, 02:31:54 am**

meh, im bored...any news on the carnage? plus the fact out dwarves were wiped out in a genocide by FBS and egg roasts as well as kolbolds...thats not funny...its not even amusing...if we fell to a fb i would be fine, if we fell to the egg roasts i would be tempted to dump them all into magam or leave them for the theivs to dine on...or the elves...i suggest we round up all the eggroasts and put them outside when the elven caravan comes...

DF hack can be used to do this...within reason...just dump everything on the surface to one spot, put the egg roasts on another, get the rest of the crap in the old fort, and then sit tight and fucking dont go outside unless migrants come...even then dont fucking go outside...wait till pops reach 100...put all miners/masons/engraves into one slot, carpenters, wood cutters into another, let the farmers do all the farming shit, metalsmiths do metal and shit, anything remotely useful to the forts utmost survival, anyone else is in the millitary given basic armour we can find and smelt, i suggest we get at least copper or iron before we send out the dwarves into fighting goblins and shit, also make their their legendary wrestlers level 100 frist, i suggest the danger room with TRAINNING SPEARS ONLY! to make this happen, anyone with over 4k might, or has the best stats in the millitary becomes to new avatar of Anima...at which point he becomes the fortreses champion and is privy to a Silver warhammer, or steel, and the finest adamantine armour we can make...(helm, chainmail, breastplate, gauntlets, chain leggings, greaves, high boots, and once armour and dodge is 100 or at least over 60, give him a shield!) then at which point we can begin the slow decimation of all the voidspawn and prove that WE overseers, the body wraiths! the deziens of the void! the dwarves of deathgate! rule over all!

then march onto hell, breach it and make it our bitch again! this time moving everyone in the fort into the damn place while making a damn fucking waterfall, as well as a sun shaft down into hell itself! for sunberries! and other fricken crops that we can think off! as well as making every damn dragon and beasty that comes into our slaves/pets! the demons? HA we can LURE them into the great area where the voidspawn, goblins, and our dwarf await for their...decimation!!! let the world burn under our gaze...for we of deathgate shall march forever more into the darkness into more and more desolate fortresses in the name of !!!!!FFFFFFUUUUUNNNNN!!!!!!....

and war dragons!!!

i want war dragons...make me when i get there the sole animal trainner! (next fort should have full on out savegry, beasts, some civs, and the whole fricken wastland of doom setting!)

hey guys...just had an idea...wanna remake mordor in the next fort? start next to a volcano, and build a fucking tower to live in...our darves can mine underground while they live in a massive fucking spiral of death and chaos...all made to be the shrine of our dark and glorious reign over the lands! and unlike a certain dark lords tower, ours will not fall! nor shall it be unmade if a bloody halfling dumps animas present down the damn forge, or was it the goblin slave thing? anyway thats what i suggest we do...other then try to tame cave spiders and gaint cave spiders...wait...

idea...we must name the frist gaitn spider we get Shelob! (or ungoliant...yes i am a lotr fan...wood elves can kiss my fricken ass...i watched the desolation of smaug...want to kill elves more then anything right now...anyway we can go to a middle earth setting and delcare full on out war with the elves as we take over mordor?)

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **January 19, 2014, 02:37:53 am**

in case anyones wondering just had a very large bottle of pepsi earlier and supplementing my sugar rush with another smaller bottle of cherry pepsi...not to mention my ADD is making my brain go wild with crazy ass ideas on how to pump lava up through the battlements of our maybe one day tower made of obsiadean and slade...ooozing magma and water...with externally burning rocks around the fort filled with cages of elves stripped naked put against the very top of the moutain fo flame as our scourges flay the flesh of men, goblins, and demons alike...

okay better watch the sugar content for a few days...starting to creep myself out with the gruesome images that would make any horror movie ethusiastist cringe in fear...and the sheer fact i hate watch horror style movies makes it even worse for me...feeling the effects of DF-withdrawl now...(wish me luck guys...just another 2 weeks before i can get my fill in again!!!)

also concerning somones question, alaskans are nice people...well shake your hand, give you a hug, and maybe make off with somthing of yours if your not paying attention, and thats in the sedder parts of town...if you happen to run into the rednecks...dont piss them off..seriously...their worse then the ones down in the lower 48...my uncle is in a class all of his own...

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **tryrar** on **January 19, 2014, 03:34:50 am**

At this point I think we're just waiting for the next version to come out (which should be Soon©) and starting Deathgate-3: The Deathening

Also, sorry about killing the fort AGAIN, especially since it appears I was last on the overseer list

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **January 19, 2014, 03:43:49 am**

Quote from: ChaosMaker on January 19, 2014, 02:31:54 am
DF hack can be used to do this...within reason...just dump everything on the surface to one spot, put the egg roasts on another, get the rest of the crap in the old fort, and then sit tight and fucking dont go outside unless migrants come...
Quote from: ChaosMaker on January 19, 2014, 02:31:54 am
...just dump everything on the surface to one spot, put the egg roasts on another, **get the rest of the crap in the old fort**, and then sit tight and fucking dont go outside unless migrants come...
ONE DOES NOT SIMPLY
GET THE SURFACE CRAP

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **January 19, 2014, 04:22:23 am**

Quote from: Yuli Viasi on January 19, 2014, 03:43:49 am
Quote from: ChaosMaker on January 19, 2014, 02:31:54 am
DF hack can be used to do this...within reason...just dump everything on the surface to one spot, put the egg roasts on another, get the rest of the crap in the old fort, and then sit tight and fucking dont go outside unless migrants come...
Quote from: ChaosMaker on January 19, 2014, 02:31:54 am
...just dump everything on the surface to one spot, put the egg roasts on another, **get the rest of the crap in the old fort**, and then sit tight and fucking dont go outside unless migrants come...
ONE DOES NOT SIMPLY
GET THE SURFACE CRAP

i mean to sell the old junk on the surface...give it all to some worthless merchant and then take everything he owns in return...including dragons if anima gives us permission to put them on the pets list....if we can i will get on hands and knees and worship the very dirt he treads upon...war dragons....your steel and goblin armies dont mean jack shit if their all roasted alive, plus fun times happen if their near the booze stockpile...who wants to bet the frist TAME dragon we get creates a crater of the fort via turning the booze stockpile into a ticking time bomb?

that'll be the way to go! especially if we managed to blow up the entire fort and leave a hole to hell!
shamer we cant armour dragons in adamantine...and put them into trainning rooms/danger rooms...it would be LOVELY to have super might, super agile, and super enduring dragonsa running around causing chaos and destruction everywhere they go...can you imagine the goblins faces when they meet several tons of flaming death? being ridden by a group of half naked drunk as hell (or sober if the forts situation is in dire need....wait their sober....the militaries VERY tempermental if their sober...and are using scourges...)

on the note of scourges....i think we need to have a entire squad of torture dwarves for the...captives...all equiped with silver scourges...(does silver make the scourges more deadly? or steel?)...then you can sit back and enjoy watching the goblins get a taste of dwarven justice! in the form of bloody backs, legs, arms, loss of teeth...and other nasty things...once had a dwarf who wailed on a goblin for about a month or so before he got bored and went back to sleep...the goblin crawled pittifully into a cage trap...i sent the goblin into a pit...and it endured another round before FINALLY bleeding out...everything was pretty much in the yellows and reds by the time it got its skull cracked open and brains removed...

scourges in the hands of dwarves are !FUN! to watch....especially if you have a paticular sadistic hatred of ~~elves~~, demon worshipping ~~human scum~~, and maybe ~~goblins~~...i vote we wage war with the elves frist chance we get after robbing them of their wood...THE TREE WOOD!!!!...wait....elves require trees to breed right?.....oh armok....im NOT going to want a wooden bed again!!! who KNOWS what the elves have done to them!!!! ROCK BEDS FOR EVERYONE QUICK! THE WOODS ALL CONTAMINATED! AND GET ROCK JUGS!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **January 19, 2014, 04:29:12 am**

-continugin where i left off due to hitting the enter key-

wooden bins are fine...just dont use them to store food...or drink...or flask/waterskins....i also suggest we use metal wheelbarrows...and turnt he wooden untillwe get magma into charcol....that way we dont have to worry about the more...contaminated wood...

i think i flayed my brain via suger....and no sleep....i really want to play DF now...

dragons...we need dragons...and maybe a zoo...gotta keep the dwarves happy you know! (and at least 1 beast/cyclops/minator/werebeast/vampire in a office as a zoo!)

also anima do we have permission to cursecheck in Deathgate/murdermachines? cause i dont want to see the fort fall to filthy sparkly blood sucking fairies...why else are they able to pratically shift the blame to other people since they fricken sparkle!!!!...have the urge to sit down and dream of dwarves pushing the sparkly things into hell for the sheer hilarity....or just putting them in the same cage as a elf...problem solved! (damn emo thing will annoy the prude, arrogant beardless, sober, pointy eared bastards into eating them! then we can throw the elf into lava! or maybe a DA *dwarf atomizer!*)
kolbolds were bad enough the frist time around!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Viasi** on **January 19, 2014, 08:47:41 am**

Quote from: ChaosMaker on January 19, 2014, 04:22:23 am
Quote from: Yuli Viasi on January 19, 2014, 03:43:49 am
Quote from: ChaosMaker on January 19, 2014, 02:31:54 am
DF hack can be used to do this...within reason...just dump everything on the surface to one spot, put the egg roasts on another, get the rest of the crap in the old fort, and then sit tight and fucking dont go outside unless migrants come...
Quote from: ChaosMaker on January 19, 2014, 02:31:54 am
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ONE DOES NOT SIMPLY
GET THE SURFACE CRAP
i mean to sell the old junk on the surface...give it all to some worthless merchant and then take everything he owns in return...
You underestimate the amount of surface crap. It's like. A lot.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **SanDiego** on **January 19, 2014, 11:45:57 am**

It's no longer just random crap on surface. It's became more of a geological feature.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Grombardrim** on **January 19, 2014, 12:37:18 pm**

Wait, better, wait, is this still going!? From the OP I couldn't tell (you should fire your Bookkeeper, he's clearly a Novice), but if it is I request Dorfing.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **TalonisWolf** on **January 19, 2014, 02:40:29 pm**

To tell you the truth, there are different opinions on whether or not this fort is dead, despite failing to reclaim... two? maybe three? times, simply because the overseers are simply that hardcore. They make Chuck Norris look like a Girl Scout.

The way the opinion is RIGHT NOW, they are going to start a Deathgate the Third, which may or may not start until after the next version of DF.

Was that any help?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Grombardrim** on **January 19, 2014, 03:08:55 pm**

Kinda, yes, cause now I know that I need to start training, in order to hopefully become a Proficient Overseer by the time DG3 starts.

Kinda, no, cause my condition for "Proficient Overseer" is "has created the Mountainhome and had it remain stable for a year," and I've created a grand total of TWO fortresses, one of which I abandoned when I panicked from a zombie invasion and locked my Dorfs inside and my supplies outside, the other of which I flooded out of sheer boredom. And I failed at flooding it, too, I had to break open walls and doors multiple times in order to drown the whole fort >.<

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **TalonisWolf** on **January 19, 2014, 03:09:42 pm**

Banana. ;)

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **January 19, 2014, 04:02:42 pm**

apple
orange

whens the next DF update? and when it comes out will it auto download or will i have to reinstall DF again?

will saves be compatible...dont want to lose my dragon!

finally, if and when spring break arrives and we start deathgate 3...i want in...in the mean time, lets simple just keep reclaiming...untill we finally somhow manage to connect all the puncture holes in the ground to each other and make a Mega Fort...at which point i highly suggest the useage of DF Hack...if only to clean up the trash on the surface and dump it on the dumbass merchants that come to our desolation...

and if possible...weaponize booze...and minecarts...filled with angry sober dwarves...

i wonder if the dwarf(dwarvish-elf) king of old would be proud of us?...considering that we may~~WANT TO KILL~~ all the elves as soon as possible...any chance of waging war with the elves so we can have the voidspawn and goblin sieges attack each other? and maybe find a way to get kolbolds to kill the others...yes....our fort will be the site of DF version of WW1...between all the races! but we will win...on the backs of our warbeasts!! (i highly suggest dragons...LOTS of dragons...the firey fun will be awsome for the fps!!!)

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **wlerin** on **January 20, 2014, 08:53:31 am**

Quote from: Grombardrim on January 19, 2014, 03:08:55 pm
...one of which I abandoned when I panicked from a zombie invasion and locked my Dorfs inside and my supplies outside
Sounds proficient enough to me!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Grombardrim** on **January 20, 2014, 09:06:00 am**

- Maybe to you, but allow me to present to you the Grombardrim Scale of Overseer Mastery^(TM)
- Proficient Overseer: created a stable Mountainhome
- Expert Overseer: created a successful Megaproject
- Master Overseer: created a stable Mountainhome and stable Megaproject, then used the latter to destroy the former
- Legendary Overseer: bred and trained Rocs for war
- I have high standards of myself, especially considering the fact that I tend to starve my Dorfs out due to negligence... :P

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **January 20, 2014, 12:33:16 pm**

"Truly Dwarven Overseer" would be draining the ocean with an eternally burning lignite bin, right?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Grombardrim** on **January 20, 2014, 02:43:27 pm**

Nope. To reach "Truly Dwarven" level, you have to colonize HFS with a force made entirely of Childcare Graduates, cast a fortress of Obsidian down there for your people to live in, and then leash domesticated Dragons at your entrance to keep those nasty Elves away, while trading Mermaid-bone chalices to the outlying lands (if you're not the Mountainhome by now, you haven't passed Proficient level yet!)

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **January 20, 2014, 02:44:20 pm**

Quote from: Grombardrim on January 20, 2014, 09:06:00 am
Maybe to you, but allow me to present to you the Grombardrim Scale of Overseer Mastery^(TM)
Proficient Overseer: created a stable Mountainhome
Expert Overseer: created a successful Megaproject
Master Overseer: created a stable Mountainhome and stable Megaproject, then used the latter to destroy the former
Legendary Overseer: bred and trained Rocs for war
I have high standards of myself, especially considering the fact that I tend to starve my Dorfs out due to negligence... :P

Shitfire, son, I ain't done *any* of that and I still managed to airdrop ducks into hell.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Grombardrim** on **January 20, 2014, 03:26:35 pm**

- Well. These criteria are for myself solely, to be honest. Like I said before, I hold myself to high standards. Besides. You were Overseer of Deathgate, which, as an Artifact Fortress, makes you Legendary in your own right.
- On a more pleasant not (maybe?), I will proceed to celebrate because the Outpost of Mafololtar, Gildedgates, has survived to Winter of its first year (and has a stable brewing industry that has started to diversify into Rum as well as Ale, not to mention a hive of freaking honeybees that were just chillin' outside my entrance. I only noticed them when they stung one of my watchdogs. And then a Beekeeper came in the next migrant wave, so I was happy), despite having massive vermin problems - having heard so much about catsplosions, I decided that it'd be better not to take any cats in my initial embark. To quote a far better Dorf, "Never have I been so wrong."

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **January 20, 2014, 04:03:43 pm**

Quote from: Grombardrim on January 20, 2014, 02:43:27 pm
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But isn't "dwarven" supposed to mean insane? All of those things you just mentioned are very rational and quite practical things to do.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Grombardrim** on **January 20, 2014, 04:13:37 pm**

- Contraty to popular belief, Dwarves are NOT insane. We are highly logical and practical beings, with great respect for life and incredibly high moral stances.
- Admittedly, our logic is on the slightly extreme side of "individualistically capitalistic opportunism", our practices involve copious amounts of magma, the only life we respect is that of Armok, and our moral stances tend to include "xenophobic urges to kill everything on sight" and not much else...

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **January 20, 2014, 04:21:19 pm**

But in that case, isn't it extremely dwarfy do wipe out the heretic liquid known as "water" by boiling the seas with lignite and bins?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Mr. Strange** on **January 20, 2014, 05:06:54 pm**

- ...and here I am, trying to remember which lever opens floodgates and which closes my front gates. Doesn't help that they are right next to each other.
- You'd think I would have learned to color-code them by now. Yeah, this fort's gonna die soon too.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Grombardrim** on **January 20, 2014, 05:10:01 pm**

Yeah, color-coding is nice. Floodgates are pretty nice too. For that matter, some actual flowing water would be nice >.<

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **TalonisWolf** on **January 20, 2014, 08:56:34 pm**

- My standards are based on how epic my fortress's story is. My best is when one dwarf made a statue of another dwarf cowering before the maggot things, and the other dwarf ended up shooting him. This caused a loyalty cascade that I called "The Maggoty Family Feud", because the two WERE BROTHERS.
- That's why I love watching community games like this- they inspire me to keep pushing.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **January 21, 2014, 02:03:45 am**

Quote from: Dwarf4Explosives on January 20, 2014, 04:03:43 pm

Quote from: Grombardrim on January 20, 2014, 02:43:27 pm

Nope. To reach "Truly Dwarven" level, you have to colonize HFS with a force made entirely of Childcare Graduates, cast a fortress of Obsidian down there for your people to live in, and then leash domesticated Dragons at your entrance to keep those nasty Elves away, while trading Mermaid-bone chalices to the outlying lands (if you're not the Mountainhome by now, you haven't passed Proficient level yet!)

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welp lads, i totally agree with the above...plus i say we get a volcanon next to an ocean and use it as a source for external obsidean supply! and then mine the shit out of the ground around us and build a tower straight from hell all the way to the maximum level of high you can acheive ind warf fortress...all the while making it seem totallyu legit! truly the fortress of hell-fire dwarves of deathgate the enternal would be glorious...

right now im imagining a dwarf fortress version of the dark tower in lotr...its awsome, only add more elves hanging in cages, more invasions being crushed under dwarf atomic crushers, and dragons and rocs tamed and bred for war...pretty much we get bored and declared the ultimate home for dwarves as we take hell and then get bored with it...and then move onto a NEWER world...also i highly suggest we go to war with the elves as soon as possible, war of extermination my fellow dwarves!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Grombardrim** on **January 21, 2014, 03:22:44 am**

Bonus points if you somehow manage to mod it so that you can fight against the Dwarves in Adventurer Mode ^_^

On another note, shortly after I started celebrating, one of my children went into my first Strange Mood [Secretive]. He demanded Cloth. I had Yak Hair only. Gildedgates reached Village level before perishing in a tantrum spiral, which means I'm only a Dabbling Overseer >.<

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **January 21, 2014, 03:25:30 am**

Or we go with the flow of the old Deathgate for 2014 and we do this without gimmicks. A large part of what made Deathgate I so crazy was that every overlord built their deathtraps according to a moments whim and to match the situation at the time. There was no overarching plan, just lots of little gear-shaped plans designed to make the whole thing go "cuckoo".

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Grombardrim** on **January 21, 2014, 03:31:54 am**

That's probably what'll happen, honestly. Gimmicks are fun to read about, admittedly, but a well- (or badly-, or just plain interestingly-) run community fortress has a charm all of its own... Boatmurdered got me into this, after all.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **January 21, 2014, 09:54:35 am**

Quote from: Dwarf4Explosives on January 21, 2014, 03:25:30 am

Or we go with the flow of the old Deathgate for 2014 and we do this without gimmicks. A large part of what made Deathgate I so crazy was that every overlord built their deathtraps according to a moments whim and to match the situation at the time. There was no overarching plan, just lots of little gear-shaped plans designed to make the whole thing go "cuckoo".

I actually really support this plan, though most of the craziness of Murdermachines stems from Voidspawn being so hardcore/the entire surface being a barren hellzone/Yuli's Playful Misadventures With Forgotten Beasts.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **peregarrett** on **January 21, 2014, 10:21:21 am**

Sorry to rerail you back to the game, but... Is anyone playing it now or what?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **wlerin** on **January 21, 2014, 11:01:31 am**

Not at the moment. Kefkakrazy is next in the list on the OP (tryrar surrendered to the madness), but he's one of the returning overseers, and I think we had a few new ~~victims~~-volunteers a while back, I just don't remember who.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **January 21, 2014, 02:11:12 pm**

Quote from: wlerin on January 21, 2014, 11:01:31 am

Not at the moment. Kefkakrazy is next in the list on the OP (tryrar surrendered to the madness), but he's one of the returning overseers, and I think we had a few new ~~victims~~-volunteers a while back, I just don't remember who.

Am I? Oh, dear.

Well, I'm game. This topic has been a bit dead for a bit too long, I've been tempted to just grab the save and pop out a year just to give it a kick in the beard.

Someone link me to the latest save, because it's probly done gone and buried itself at this point.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Grombardrim** on **January 21, 2014, 02:46:49 pm**

Assuming I read this correctly, this is Peregarrett's final save. I assume you'll be reclaiming?

Quote from: peregarrett on October 18, 2013, 01:57:38 pm

Well, I think that 20 or 30 migrants trying to reach the gates through voidspawn hordes ARE fun, but ok. I guess I survive till end of my turn...

It's 16th Obsidian and we have gobbo siege here.

Ok, my turn is over. Last 4 dwarves are trying to make enough slabs and coffins. Everyone has masonry and engraving labors enabled, and stone/furniture/corpses hauling. Caverns are sealed, so no danger from beasts. Maybe best choice if to abandon and reclaim - if we release captured voidspawn beforehand, we'll get random fight between them and 'friendly' gobbos

Save uploaded to <http://dffd.wimbli.com/file.php?id=8052>

And

As you value your life or your reason keep away from egg roasts

Edit: I think I added myself to the Dorfing roster, if not could you Dorf me anyways? Grombardrim, Profession Name: The White Dwarf, Axedorf if possible

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **January 21, 2014, 04:19:54 pm**

Why he added "your life or your reason" is beyond me. The average DF player doesn't seem to value either.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **January 21, 2014, 04:41:28 pm**

We shall see.

I have never, in fact, dealt with FB secretions or syndrome horrors in a living fort. On the other hand, there is *no possible way* that the current embark can be that much worse than what I left behind with my last tenure.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Grombardrim** on **January 21, 2014, 04:49:21 pm**

One word: **Terry**

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **TalonisWolf** on **January 21, 2014, 06:02:27 pm**

Shhhh... it's "The Malicious Void" if we must speak of it at all! Who knows the consequences of invoking his name...

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Grombardrim** on **January 21, 2014, 06:13:00 pm**

Don't worry, it only senses movement. If you invoke its name without moving, it won't notice anything.

Besides. "The Malicious Void" is now fused with AnimaRytak, thus we WANT to invoke it, in the hopes that He will return unto us.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **TheGhostKing** on **January 21, 2014, 06:17:40 pm**

So is this still going? I would like to take a turn in control or be dwarfed.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Grombardrim** on **January 21, 2014, 06:19:34 pm**

Well, considering the fact that I just dredged up the last save from the forgotten darkness of this thread for kefkakrazy's turn... No. It's dead. We're all dead. KEFKACRAZY'S GOING TO BE THE DEATH OF US ALL!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **January 21, 2014, 08:18:18 pm**

God in Heaven the empty clothes.

It looks like the fucking Rapture occurred in our dining room.

Let's see what we can do here.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **January 21, 2014, 09:08:02 pm**

how ~~many years~~ hAs **it** been?

I...

FoRgIvE mE...

the smell of sulfur washes over the room

I lost control of myself for a moment. My apologies; I'm certain the burns will heal in time.

I am Lashidang. Last of the Demon Lords of Deathgate. A place, I'm sure, you will not remember, since to you it doesn't even exist. With time, such things will make sense.

Perhaps.

I came to this world along with the Dwarves of Murdermachines. A bit of a tagalong, if you will. Alas, I was not strong enough to force my way into a healthy adult's body and was forced to replace the soul of a newborn child.

It was, by the way, quite delicious. They always are, fresh.

Being a baby was rather simple, but it was not an unpleasant experience. Until those never-to-be-sufficiently-damned dwarves allowed me to be kidnapped by goblins. Me, Daemon Lord of the Fifth Circle, to be "raised" by filthy, unwashed greenskins, because of the incompetence and foolishness of this bearded slave race I shackled myself to?

This would not be tolerated.

I maintained my awareness, of course. The goblins raise dwarven children in an effort to harness their natural sturdiness and affinity for jewels, but they do not know a great deal about them and so it was easy to conceal my true nature. Until the day that my stolen body came of age.

On that day, I judged it to be strong enough.

I unleashed my true form. Flame rippled across my body. The stinking, slime-encrusted rags the goblins had given me flashed into cinders as I threw off my shackles, droplets of molten metal spraying my captors. I cloaked myself in demonfire and turned that goblin hole into a bloodspattered kiln in a matter of moments.

I felt my connection to the Void Beacon growing stronger as my demon nature asserted itself, and I set off into the world. Six dwarves I found, two of which I judged strong enough to be implanted with new souls from the Void. The rest would have to wait until I made a stronger connection to the Void Beacon.

We crested the hill overlooking the site of Murdermachines, and my eyes widened.

Smoke rose from the keep at the center of the walls. Even from this distance, blood and gore decorated everything, some dwarven, some goblin, some... otherwise. Movement was everywhere; everywhere my eyes swept, and everywhere I saw bodies wading through pits of bones and piles of trash as they slaughtered each other in an endless orgy of destruction. It did nothing but feed the bone piles.

I saw gold and jewels, the crafts of masters, sitting in puddles of sludgy, long-ruined dwarven wine. I saw riches that a thousand men would slay each other to possess crunched under the feet of trolls. The stench of decay and death permeated everything, overpowered only by the sulfur stench coming from the fortress mouth itself.

Void God, but it was the most beautiful thing I ever saw. I was home again.

I hoisted the pick I took from one of the dwarves I had decided not to recruit. Tapping it against a stone to dislodge some of the ashes of its former owner, I sank it into the soil and felt my host body's beard twitch with a smile.

Digging a tiny tunnel into the heart of the hill, I ordered my "companions" to follow me into the darkness. The ruins of our stolen wagon were left to block the tunnel forever more behind us, and we set off into the darkness. Into the dirt I delved, knowing that before us was the Voidhaven, Murdermachines. And it would live and breathe again.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Lolfail0009** on **January 21, 2014, 09:34:56 pm**

That was epic, Kefka :D

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **January 21, 2014, 09:51:41 pm**

so beautifull...

Kefka...you are my 2nd favorite dwarf now, the frist being of course the void god...(shhhh! speak his name not in vain yet! we dont have the sacrificial temple built to sustain his malice!!! if an animal trainer comes kefka put me up for it! in fact ill go do if after this message...)

anyway glad to see a demon lord (who is now ONE OF US, ONE OF US, ONE OF U----sorry, host body got uppity for a moment...me thinks he was in the craftsguild for mugs or somthing) got the fort up and running again! beware the egg roasts! and not to mention the FBS, a least untill we have marksdwarves and a somewhat functional militarey (aka-disposable bodies that arent needed, soap makers, are needed, only one however...the rest can be situation at least 4-5 dwarves a profession...the rest in the millitary bitches!)

also build cage traps...me wants a dragon to tame overseer boss-dwarf, if not possible ill just wra train anything into a murdermachine...maybe a pain-dog? (seriously i have a dog in my fort thats essentially paindeer incarnate...it got into a fight with a goblin theif and pretty much got almost all red on its body...its still has a damaged kindey but healed overtime...essentially 60-80% is one massive fucking scar...gonna nickname him spotty just for kicks)

also i suggest adding to the beacon...and maybe moving it to the Temple of the Void...make sure its made of obsidian!!!...and other crap that anima likes...maybe then he shall return to us in the strongest, most able dwarf we have...(im guessing around 4k strength, 3k endurance everything else)

anyway great update man! the storyline sputtered out while we all talked madly in the void...guess were to busy just dicking around like we ususally do to get shit done...cant have a turn though...damn fucking essentially job corps and not having a laptop that can play DF...otherwise i would be on this in a heartbeat.

also whos fault was it that kefka got kidnapped again? i vote we put him in a dog room for awhile...(a small 3x3 room filled with at least 15 dogs...and male cats...winner of the melee gets to live in the hopsital!...hopfully the mad doc doesnt come into town hehe!)

good luck lord overseer! and may the void god bless your blackend, blood covered, wraithy form of hellish flame and death. speaking of fflaming death, we should have mad doc find a way to fire-proof our dwarves so they can swim in lava...

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Shaggard** on **January 21, 2014, 11:14:26 pm**

Damned happy to see this continue, no one has a right to destroy us dwarves but **us**. It's our Armok given right to destroy ourselves for the simplest of reasons, because that's what we do best. Defying tedious "humane" conventions for a good drink and a better fight.

I don't see those voidspawn elf-sons growing beards anytime soon, so they've gotta go. Demons too.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **peregarrett** on **January 21, 2014, 11:41:38 pm**

Quote from: Grombardrim on January 21, 2014, 02:46:49 pm
Assuming I read this correctly, this is Peregarrett's final save. I assume you'll be reclaiming?

Actually no. There were turn that crumbled my fort to the end and Yuli's reclaim turn:

Quote from: Yuli Vlasl on December 17, 2013, 01:06:39 pm
i've finally uploaded the save, you can find the link below. i am sorry that it took me so long. i have no excuses.
Spoiler (click to show/hide)
<http://dfid.wimbli.com/file.php?id=8221>
who's next?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **January 22, 2014, 01:47:24 am**

We're not just dead, thanks to kefka we're going to be mincemeat cookies. We need to finally breach hell. And I think it would be a good idea if we let kefka have as much time with the fort as he wants. Let's see whether he can sustain a fortress rather than have let the bubonic plague run rampage through the fort.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Grombardrim** on **January 22, 2014, 03:10:53 am**

Quote from: peregarrett on January 21, 2014, 11:41:38 pm
Quote from: Grombardrim on January 21, 2014, 02:46:49 pm
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<http://dfid.wimbli.com/file.php?id=8221>
who's next?

Oh, dammit. Whoops. On the other hand, blame the OP, I didn't see Yuli's turn there and so I didn't look for it >.< Looks like Kefka's already gone forwards with his reclaim, though, unless he wants to swap over to Yuli's save...

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **January 22, 2014, 08:54:31 am**

Yuli, is there any significant difference? How are things as of your reclaim? I didn't put in a great deal of time on it last night so I can try it again on your save.

Current status: I abandoned and reclaimed to clear the siege and deployed with seven dwarves. Six of them made it into Lashidang's hillhole and are tunnelling towards Deathgate proper, which still appears to be sealed; the seventh moronically ran out towards the gates instead of the hillhole and is likely to be eaten by something. Not a grue, sadly, but god damn near everything else is out there, including voidspawn and, if I'm not mistaken, the fabled source of the gecko sauce, which I'm god damn well shocked to see is still walking.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Grombardrim** on **January 22, 2014, 09:05:15 am**

Well, it looks as if Yuli build an airlock to let migrants into the fort. I think he might've also worked on getting farms up and working (again)? I'm basing this purely on what I can see from the thread itself, there's no way I'm downloading this, it'd probably turn my PC into a !!PC!!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **January 22, 2014, 09:31:38 am**

Kefkakrazy's famed luck strikes once again, just after striking the earth. Maybe you should set up a new airlock with an atomsmasher built in. Use pressure plates to get it to close off the place from whatever tries to get in, and let in migrants via a side door.

WFW
WpF--->
WFW

W=wall
F=floodgate/whatever you want to use to keep beasties out
p=pressure plate and site on which the bridge hits (you can build bridges over pressure plates, right? If not, use the following design).
Spoiler: Alternate design (click to show/hide)
WFW
WBF--->
WFW
p p p

B= site that the bridge hits.

Also, make sure to connect the pressure plates to systems that cause them to stay held down and have to be reset manually. Make sure to make clear which one is the reset lever and which is the "open side door" lever.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **January 22, 2014, 10:40:44 am**

probably gonna reset with yuli's save, we'll see once I get home and unpack it.

For what it's worth, on that particular iteration the moron dwarf that wandered off into the fucking self-sustaining reaction of war and death that is our surrounding environment was Grombardring, one of the two dwarves I actually named for the reclaim.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Grombardrim** on **January 22, 2014, 11:17:07 am**

Heh. What can I say, I wanted to see Murdermachines for myself? :P

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **January 22, 2014, 06:39:09 pm**

welp, gotta work out how to work yuli's crap.

Yuli, this here migrant airlock. How do I work it? That is to say, where are the levers?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **January 22, 2014, 11:32:16 pm**

damn, i wonder what the story will be like when you finish your turn or whatever stability (yes..i said the S word f0klks, ge over it, we cant invade hell and kclaim it with seven dwarves...unless we get anothwer instance of just losing one dwarf to a clown rush..who did that again? we might need another one, but with voidspawn this time...i wonder how that will go...voidspawn versus the clowns?) rambling aside, good luck dude onn getting the fortress to live...i suggest we one day dig into one of the main parts of the halls in murdermachines, and seal off the caverns for good untill we have a good amount of dwarves to throw at the FB's there...so simply stay out of the cavarns and keep the gates closed and well be fine...unless we kill overselves again!

good luck fellas, and keep the carnage going! (periods of peace and plenty followed by constant warfar and death!!! ALL HAIL TERRY)

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Yuli Vlas** on **January 23, 2014, 08:12:52 am**

hmh, airlock? i dug out a large underground area. there should be two purple levers next to each other somewhere in there. the northern one controls the northern airlock-bridge, the southern one the southern.
Quote from: kefkakrazy on January 22, 2014, 08:54:31 am
Yuli, is there any significant difference? How are things as of your reclaim?

The good news is that we got inside the fort and dug out some shit without me killing **almost nobody**.
Let that sink in for a moment.
I also put about ten ghosts to rest, which is nice. Our biggest problem is our food supply. I reclaimed alot of...idk what that can be used by kitchens to make edible stuff (the dwarves are feasting on voidspawn tallow biscuits right now) but we don't have any plump helmet spawn or anything else that we can use to make booze. And we are running out of booze quickly.

Here's my advice. Try to salvage some seeds from the surface and get a berry farm going. Try to survive until the dwarven caravan arrives and buy all of their booze and seeds. Stay away from the caverns. Build some funny shit.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Grombardrim** on **January 23, 2014, 08:29:34 am**

The funny shit can wait until we have a stable (oh Armok, my sides hurt) fort...

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **January 23, 2014, 12:06:46 pm**

The funniest thing is that we're basically feasting on eldritch abomination cookies. I love this game.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **SanDiego** on **January 23, 2014, 04:41:18 pm**

If by "feasting" you mean "spasming on floor, foaming at mouth, courtesy of paralysing agent" then yeah, we feast on them.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Grombardrim** on **January 23, 2014, 04:45:47 pm**

D4E, mind if I sig that? ^_^

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **TalonisWolf** on **January 23, 2014, 11:26:54 pm**

Quote from: Dwarf4Explosives on January 23, 2014, 12:06:46 pm
The funniest thing is that we're basically feasting on eldritch abomination cookies. I love this game.

Hehehe...

"Good evening,... Sir? Would you like a tentacle demon table?

"You insult the pure horror that is I, (insert Eldritch Abomination name here)?!"

/does unmentionable things to waiter here/

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **January 24, 2014, 01:17:49 am**

save the liver and the heart dude! the brain can go...

well need those two parts of the /eldritch Abomination/ ritual going to happen tomorrow, also hope kefka updates soon, im really looking forward to what the frist year of deathgate looks like! bring dogs as meatshields dude! (ill train em up good!...maybe a few beatings with a limb of a goblin will do the trick to entice the dogs to bite goblin parts...may need voidspawn in the future to tempt the meatshields to sheild us from the main threat!)

i also suggest we find a way to weaponize any sort of wildlife that happens in the area or that we can buy from merchants...

(df hack regress? to keep pastures full of grass and not starving animals)

sooo.....any ideas on how to keep this going untill the next update from kefka? i suggest we do random songs in Df...

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Grombardrim** on **January 24, 2014, 02:29:46 am**

Well, I've been ~~running~~savescumming an Adventure Mode character for a while, I could tell you how that goes :P

So far, I've died three times against a Minotaur before I decided to train up first, three times against various human bandits (turns out clothes don't really protect you against four-on-one, or morningstars to the face), and have brained a guy with a bag of gold (as it turns out, disarming my -saguaro rib long sword- was a bad idea)

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **January 24, 2014, 06:42:23 am**

[Quote from: Grombardrim on January 23, 2014, 04:45:47 pm](#)

D4E, mind if I sig that? ^_^

Feel free! My second sig ever, and it's within less than a week of the first.

[Quote from: SanDiego on January 23, 2014, 04:41:18 pm](#)

If by "feasting" you mean "spasming on floor, foaming at mouth, courtesy of paralysing agent" then yeah, we feast on them.

Wrong eldritch abomination. I meant the Voidspawn.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Grombardrim** on **January 24, 2014, 07:35:31 am**

Awesome, sig'd ^_^

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **January 24, 2014, 08:18:43 am**

[Quote from: SanDiego on January 23, 2014, 04:41:18 pm](#)

If by "feasting" you mean "spasming on floor, foaming at mouth, courtesy of paralysing agent" then yeah, we feast on them.

Come now sir. That is the gecko sauce. There are no documented circumstances of the voidspawn biscuits killing the test subjects.

We're actually launching a commercial for them. "NIGHTMARE COOKIES: THEY'RE SO FHTAGN GOOD!"

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Grombardrim** on **January 24, 2014, 08:41:29 am**

[Quote from: kefkakrazy on January 24, 2014, 08:18:43 am](#)

NIGHTMARE COOKIES: THEY'RE SO FHTAGN GOOD!

I lol'd so hard I choked. You, sir, are a bastard ^_^

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **January 24, 2014, 10:14:39 am**

It's a shame we've shed most of our arty people. I'd give a lot for someone to draw a cartoony, smiley-eyed Cthulhu holding up a plate of black, tentacled baked goods.

"NIGHTMARE COOKIES! THEY FILL YOUR VOID!"

"NIGHTMARE COOKIES! IT'S LIKE MAKING OUT WITH ~~TERRY~~ HIMSELF!"

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Grombardrim** on **January 24, 2014, 11:55:15 am**

How much exactly would you give, Kefka?

[Spoiler](#) (click to show/hide)



Sorry for the crappy quality, I literally drew this in a second, print-screened it from my webcam (for lack of an actual scanner) and uploaded it to Photobucket.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **January 24, 2014, 12:29:04 pm**

That's Armokdamn adorable. I couldn't draw something that good within three days (unless I've got access to Word, in which case I can have something finished within about ten minutes). On a side note, since Deathgate now features dimension hopping, should we maybe use a completely different universe (a large mod) for the next one?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **January 24, 2014, 12:59:00 pm**

[Quote from: Grombardrim on January 24, 2014, 11:55:15 am](#)

How much exactly would you give, Kefka?

[Spoiler](#) (click to show/hide)



Sorry for the crappy quality, I literally drew this in a second, print-screened it from my webcam (for lack of an actual scanner) and uploaded it to Photobucket.

I love you, man. I'm sorry that I fed your dwarf to nightmare monsters in my last trial run.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Grombardrim** on **January 24, 2014, 01:44:29 pm**

I'm not, dying's half the fun, and all the FUN!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **January 25, 2014, 01:06:48 am**

nah, the different dimensions our own dreaming in the void, with the usage of our 12 other senses, one includes a cookie sense...dont ask.

i think its more of terry got bored with our misery and expanded it to massive proportions, double the chaos and trouble...at least untill the dimensions all slip back together into a big bang again (AKA deathgate 3...i suggest savagery is at max, and number of civs at medium, beasts at max as well! also resources at medium)

volcano or deathland is ago people, we need the extra challenge of the ENVIROMENT!!! (include the DUN DUN DUNNNN) into killing us...the game aint killy enough so we added abominations to kill us, but they were to killy for our newb asses to handle...anima i think we shouldve had them build up ya know? (low pop frist, but massive rebreeding, then every game upp the anty untill were used to the bastards killing us!)

finally i suggest we use ALOT of cage traps to capture both titans, cyclops/minator's, and dragons...the dragons for war dragons in the future (as well as culling the weak, slow, and fragile dragons from the herd, promoting only the strongest, quickest, and most enduring beasts for our pelasure of seeing things die!) the cyclops and minators, well anyone want a zoo where we can dump the criters into? (say like holding cells with fortifications installed to act as windows...and then dump goblins and other nasty beasts in there with them to see how the fighting goes! then later on we move giant cave spiders down there leashed up nearby, GCS silk farming! and we get some laughs as the beasties get covered in spider silk!) finally i still think we should war with the elves in the next game as soon as we get a underground tree farm up and running, mostly for the fireproof bins...(everything else is made of metal...including the beds, and for the purpose of artifacts! even if their useless)

anyway once thats all good and done, we find a way to get some carp...and then train the beasties into our pets of doom to patrol any waterways we create...yes...the war crap!!! all shall fear Deathgate III- Haven of the voidwraiths!

also, so sigging this-dying's half the fun, and all the FUN!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **January 25, 2014, 02:25:49 am**

well to liven things up a bit-

I shall mel your braisn with this, beware if you have any medical conditions do not read, i am in no way responsible for your continued life and health...

read this online-

1328. The very concept of a Hutt lap dancer will earn me a dark side point.

have fun with that thought...if you know starwrars have double fun with jabba the hut being the one to do it. if not...look up starwars...wonder if we can build a star destroyer in dwarf fortress, its a pointless thing...and big...lots of metal will be needed....and pumps...and bits and mc-bobs....
FULL STEAM AHEAD!

and yes i just posted this on a 2 litter Dr pepper drinking spree...to much sugar and laughing my guts out thinking of peoples faces when they read that one line...its been to quiete the last few days, no major update (yes im impatient, ever since the forts second fall ive been hoping for a revival of deathgate!)

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Grombardrim** on **January 25, 2014, 04:10:46 am**

Someone's made a Dwarven Star Destroyer. Not sure where or who, but the link's in their sig.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **January 25, 2014, 07:48:21 am**

How does it shoot magma into the sun? After all, all dwarves know that the sun is merely a fictional entity. We have empirical evidence that nothing exists beyond the 2112-th z-level.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **January 25, 2014, 02:50:29 pm**

Quote from: Grombardrim on January 25, 2014, 04:10:46 am
Someone's made a Dwarven Star Destroyer. Not sure where or who, but the link's in their sig.

Dammit! okay then Deathstar?

Quote from: Dwarf4Explosives on January 25, 2014, 07:48:21 am
How does it shoot magma into the sun? After all, all dwarves know that the sun is merely a fictional entity. We have empirical evidence that nothing exists beyond the 2112-th z-level.

easy we make it rain magma by shooting it into the sky, some of it has to collect into a ball of fire...then we can call it the sun! and then proceed to destroy said creation because it makes all the dwarves nautious...

wait....you said theres no sun or stars/moon....so how the fuck does everyone see outside at night? besides night-vision, and where do all the werebeasts transform into since theres no sun or moon? and the fact theres no sun or moon, how do some of the dwarven deities exist?

...

dwarves...we must create the moon and then proceed to colonize said moon. then destroy the planet as we use our moon to rain down doomsday devicies we made onto unwary worlds, i call dibs on the elves!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Grombardrim** on **January 25, 2014, 03:29:20 pm**

Oh! Nah, the Star Destroyer I've seen is neither fully armed nor operational. It doesn't even have multiple Z-levels! It is, however, pretty impressive.

As to the sun and moon questions: "The Sun is a flying blob of gold. Beware its flaming breath! It is associated with Light and the Day. The Moon is a flying blob of Dwarven Cheese. Beware its deadly dust! It is associated with Dark and the Night."

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **January 26, 2014, 04:12:45 pm**

Quote from: Grombardrim on January 25, 2014, 03:29:20 pm
Oh! Nah, the Star Destroyer I've seen is neither fully armed nor operational. It doesn't even have multiple Z-levels! It is, however, pretty impressive.

As to the sun and moon questions: "The Sun is a flying blob of gold. Beware its flaming breath! It is associated with Light and the Day. The Moon is a flying blob of Dwarven Cheese. Beware its deadly dust! It is associated with Dark and the Night."

....DWARVES ME MUST MINE THE SUN AND MOON!!! For the Gold and Cheese!!!

remeber our lord loves his cheese!....im surer well find a way to break through the limits of the sky...if we can mine slade we can mine anything...and im pretty sure people have tried to make a fort UNDER hell via the deep rift shafts....would be intretsing to be technically at the center of the world and have a thriving dwarf fort in the middle of it...and let goblin and spawn/elf invasions try to invade hell to fight the demons. and then fight the sane dwarves of deathgate!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **TalonisWolf** on **January 26, 2014, 04:35:24 pm**

...I think I missed something. I did a double-take, wondering when I'd gone on a Dwarf Wars thread... make that a *Dwarf Star* thread, pardon the pun. :D

Thank You for making my day.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **January 27, 2014, 01:00:26 am**

Quote from: TalonisWolf on January 26, 2014, 04:35:24 pm
...I think I missed something. I did a double-take, wondering when I'd gone on a Dwarf Wars thread... make that a *Dwarf Star* thread, pardon the pun. :D

Thank You for making my day.

thanks i derailed at a point where i added in a tv.trop...had to do with hutt lap-dancers.....have fun with that image...

anyway i think were just bored at not having a mega-project around so were discussing if its possible to turn murdermachines into the frist star destroyer...with actual working weapons!!!

i suggest we make the main turrets with catapults, side laser cannons with ballista, and have lots of stockpiles in the rooms. Anima's place considering hes our Lord and Chaos God of the void is the central command center...(or above it) so that he may lord down on us in the dinning hall/community center for the crew.

shame we cant have it spew magma as a way to obsidianize elf encampments....

someone write a story about that!!! it sounds awsome! (dwarf-SD hanging over an awed elf encampment...before stones start droppibng onto their heads and magma powers from the belly of the ship! and minecarts filled with burning bits of metal figurines of elves fly down like mini bombs to set fire to their precious trees!!!)

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **January 27, 2014, 08:59:05 am**

Sorry about the delay, been a cruddy weekend. I'll try to churn out an update today.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **January 27, 2014, 11:02:27 am**

How about a giant dwarf statue built completely out of red stone?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Just Some Guy** on **January 27, 2014, 02:37:48 pm**

Have we reclaimed the fort yet? I can't really tell.

How about we reclaim, but dig out an entirely different fort?

We'll just seal off the entrances to the old one and never speak of it again.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **January 27, 2014, 03:29:16 pm**

The problem with digging out a completely new fort for permanent residence is that the surface is still a warzone and getting migrants is going to be chancy at best. we don't necessarily have the beardpower to dig out entirely new infrastructure when new beards are at a constant premium.

My current plan with continuing with this save from Yuli is to do this in the short term, but it's not really long-term sustainable. Better would be to identify death zones.

The big problem I'm liable to face is that I have literally no experience with managing toxic syndrome spatter. this could prove costly.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **January 27, 2014, 03:50:29 pm**

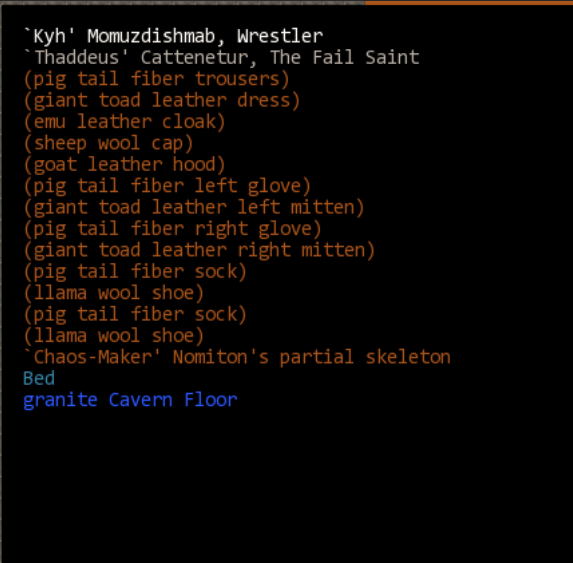
Just avoid the egg roasts, seal off as much of the caverns as possible and install a door and block it at a point far before FB's can come anywhere near our dorfs.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Grombardrim** on **January 27, 2014, 06:14:18 pm**

Alternatively, dig down, find an aquifer, and create Project F.T.W. all over again.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **January 27, 2014, 09:22:14 pm**

I began by assessing the denizens of this pit...



Chaosmaker, you will be pleased to know that your brothers in beard are so distraught over your death that they are cheerily drinking over your rotting corpse.



Whoever designed this airlock system was apparently either too drunk or too sober. Because...



One of the bridges retracts rather than raising.



I ordered the dwarves to construct a brick wall blocking out the airlock controls from the rest of the fort. (They were quite hard to find, by the way; the hastily scribbled indicator that the controls were "down a ways" failed to convey the fact that the control levers were constructed so deep that I can hear the eldritch whisperings of my cousins from this dimension.) This is a simple, utilitarian dwarfcontrol method: whenever the gateway needs to be controlled, a dwarf is sent to retract the "broken" bridge, locked in, then kept captive as a slave to the airlock lever until such time as it is released.



I began exerting my will over the workforce. Naturally, rather than bothering about with subtlety, this process involved me enthralling every living body not already possessed of one of our Void souls. My mindless slaves will serve well at tasks which can be assigned en masse, ensuring that the most important of labors are attended to with maximum haste and a minimum of fuss.



One of the thralls goes about his labor with a large chunk of skeleton over his shoulder. I'm not quite certain why.



Situation in the fortress is nightmarishly precarious. Goblins and trolls roam freely among the corridors, and I'm not quite certain how long this uneasy truce will last. The halls need washed clean of such filth, but no dwarf in the fortress has the combat prowess to go about it.



Of primary concern is the food situation. While the air around Murdermachines is so well infused with lost, twisted souls that a deep breath will practically sate my own hunger, the dwarves need food of some sort to go on about their lives. While I work to prepare edible meals from our seed stockpiles, my thralls swarm the fields. Their current method of throwing sweet pod seeds at the ground and headbutting them into the mud may be inefficient compared to the careful tending of a master, but at least there should be a crop of some sort.

'SanDiego' Lirukablel, bookkeeper

I declare SanDiego to be our new bookkeeper and order him to start a complete tally of the goods in and around Murdermachines. I estimate this will take him a good part of his lifetime to complete, but it must be done; more closely cataloging these lost goods is the simplest route towards perhaps reclaiming some of them...

I rest for now. One month has passed; it is now 1 Slate.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Lolfail0009** on **January 27, 2014, 09:43:02 pm**

Good to know that Kyh's got her 'respecting the dead' down pat :D

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **January 28, 2014, 02:11:28 am**

This is going to be hilarious. Have fun when your goblins start rebelling.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **January 28, 2014, 09:47:37 am**

I tried getting my thralls to form up on one of the goblins in an old-fashioned circle-stompy formation, but I only had one show up. This is probably because the "main body" of the fortress, as Yuli has it set up right now, is on layer ~90ish so they get tired or thirsty by the time they finish the stairs. If we had dogs, I'd just chain dogs around the things, but we don't. And god only knows how many "friendly" trolls and goblins from the last siege are still hanging out.

They flip when a siege occurs, don't they?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **January 28, 2014, 09:55:08 am**

Yup. Keep them separated using a door blocked with an item set as forbidden to deter trolls and other building destroyers and behind that (closer to the entrance to the actually active part of the fort) add a normal door. Leave this second door closed.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **January 28, 2014, 11:23:39 am**

They are standing literally in the middle of major artery rooms, and they don't stand still so I can't really wall them in. (Though I should try that anyway; the Thralls are all mason conscripts so I can get projects done fast...)

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **January 28, 2014, 12:32:37 pm**

Thrall masons? Were they present at the reclaim? Because, if so, they should have turned on us as soon as the other voidspawn came, and I have no idea why they didn't kill the goblins and trolls. Then again, their alliance isn't changed upon enthralling, so they might be "allied" with the group of goblins, which is allied with us.

I guess I just answered my own question, huh?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Grombardrim** on **January 28, 2014, 12:40:55 pm**

I believe that Kefka is actually referring to his unDorfed dorfs as "thralls." They are not *actually* thralls, it's just a fluffy nickname.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **January 28, 2014, 12:50:40 pm**

Good. Although **voidspawn** thrall masons would be much funnier a sight to see. And not really unexpected, either.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Grombardrim** on **January 28, 2014, 01:44:38 pm**

Oh God...

This is a Voidspawn Fortress. All craftVoidspawnship is of the highest quality. It is made of pure, solidified evil. It menaces with spikes of Murdermachines' dead, screaming and tortured souls.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **January 28, 2014, 03:35:57 pm**

Quote from: Grombardrim on January 28, 2014, 12:40:55 pm
I believe that Kefka is actually referring to his unDorfed dorfs as "thralls." They are not *actually* thralls, it's just a fluffy nickname.

This is correct. They are not void thralls, they are demon thralls.

(By far the simplest method I've ever found to manage high-priority tasks in a fort, especially a crazy disorganized one like this, is to simply throw away specialized tasks and engage Communism Mode. Commonly, IMPORTANT tasks will receive specialized dwarves, and tasks that demand skill will get specialized dwarves, but oftentimes I'll simply form a hard labor gang with off-duty military and unskilled dwarves that collectively perform tasks like threshing, milling, construction, hauling, and so forth. That is the case here, where I have things like planting and construction that need done right now.)

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **January 28, 2014, 09:48:18 pm**

thank goodness that corpse of mine is getting the treatment it deserves! i left the previous owners spirt bound to the bones at they slowly decay...really didnt have the strength to overpower the mad-dwarf for some reason...mustve been because i dont have any experiance with taking over hosts! unlike some guys here im still new to this (didnt have a turn to consume the souls of the dead/overseeing the fortress! hopefully that changes by the time deathgae 3 comes around! or i have enough time to sink my teeth into murdermachines and scream in pain and horror as its spikes of epic-fail-gekko-sauce causes me to die from having my lungs collapse!)

anyway looking forward to my next host, ill take an animal trainer this time...let me teach our pathetic meatsheilds their TRUE worth as slaves to our dominant will! and if we happen to get a dragon...i want to keep training the bugger untill its tame enough that if we get one of the opposite gender we can create murdermachines own unique brand of death against the spawn, goblins, and trolls!!! and frogotten beasties...yess.....dragonfire kills anything!!!!

also Kyh, Thaddeus...you beter make sure as hell to dance on top of the bones!!! i want to see some splintered bones of a desecrated hole in the ground when i get back there!!! i sure as hell aint stopping now that i got my frist taste of soul essence!!!

also good luck keeping the thralls Kef, if ol VG wakes up...well...i say better hand em over quick...his avatar was death incarnate last we saw of it. if we ge another avatar of doom, we must ensure its only the most able bodied dwarf in the fortress with the most potential, and given the most master-work craft weapons, armour, and sheild possible!!!

hope the week goes well for ya Kef, good luck!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Urist_McDrowner** on **January 29, 2014, 12:22:40 am**

Gents, it seems like the solution to this problem we're having is to make a BA adventurer, and have him clear out the place.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **January 29, 2014, 01:45:05 am**

Quote from: Urist McDrowner on January 29, 2014, 12:22:40 am

Gents, it seems like the solution to this problem we're having is to make a BA adventurer, and have him clear out the place.

will that work? cause im pretty sure we dont have any adventurers in the world of murdermachines...if so then i wish them luck in wiping out all the abominations in the fort and around it, definete experince levels will work...and if the adventurer migrates to the fort and is a dwarf and is a demi-god being....VG'S BACK!!! he is auto bookkeeper or something like that.

anyway still wishing we could start operation FTW with magma, if only for the trash and enemies on the surface.

anyone say "I" for Danger Room and CARP trainning? Df hack could be used to simulate CARP training...that way we can have a single dwarf go god-mode on their asses...with a heavy ass hammer if they have immense strength qualities.

anyway good luck all with the fort, hopefully next update sets us up for a massive situation for !!FUN!!, al;so whats the best estimate of time required for the fort to become once again a mighty insane bastion of darkness, death, carnage, and all around beacon for the VG? All of it preparing to stick the earth, underneath hell!! (im rooting for this fort to build a MEGA-fort underneath hell!!)

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**

Post by: **Grombardrim** on **January 29, 2014, 03:32:05 am**

Hmm... Simulated CARP training? Danger Room? I'm in!

But, honestly, I'm pretty sure that strength of arms isn't gonna save us here. We need some *serious firepower*. We need ☼Dwarven Ingenuity☼

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**

Post by: **Dwarf4Explosives** on **January 29, 2014, 10:17:31 am**

We're going to get the Void God's successor, aren't we?

Also, magma landmine. Link up some pumps to bring magma up to a small dug out cave just under the surface, turn them off but leave them linked to a small BATTERY. Then build a magma-proof bridge over the spot you want the magma to come out of and turn the pumps back on. This system can be activated by the Overseer of the fort, as described in the "magma landmines revisited" topic.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**

Post by: **Grombardrim** on **January 29, 2014, 10:45:49 am**

^ that. Magma landmines are MADE of awesome and Dorf.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**

Post by: **Dwarf4Explosives** on **January 29, 2014, 11:28:03 am**

Most of the time, they tend to be made out of magma.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**

Post by: **Grombardrim** on **January 29, 2014, 11:38:16 am**

Ah, but magma is made of awesome and Dorf. Therefore BOTH our statements are valid!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**

Post by: **TalonisWolf** on **January 29, 2014, 11:43:54 am**

But all of those are made out of Armok's bloodlust, so therefore my statement is more valid than any of the rest. ;D

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**

Post by: **Dwarf4Explosives** on **January 29, 2014, 11:48:26 am**

And what is Armok's bloodlust made of? Right, magma, although he sometimes uses lava to "speak" to the surface dwellers.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**

Post by: **kefkakrazy** on **January 29, 2014, 12:08:27 pm**

We don't really have enough access to the surface right now to rig magma landmines, sadly. Our labor force is tightly constrained, we don't have enough beards to go about "dangerous" projects, and most importantly we're having some supply chain issues with the food supply. We're living on tallow right now, including delicious nightmare cookies, but we're fast running out of cookable tallow and seeds and getting a stable food and booze supply together has to be priority 1 since it's unlikely we'll be able to set up much in the way of trading.

I'm not sure if EGGUANA is still alive. On my original reclaim attempt, he was; I haven't yet seen if something killed him during Yuri's turn that covered the year "after" my reclaim. That possibility alone is chilling.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**

Post by: **Dwarf4Explosives** on **January 29, 2014, 12:14:43 pm**

You may want to just lock your dwarves in an isolated room (preferably the underground farms, which need to be closed off from the caverns anyway) with as much stuff as you can gather, whilst you continue expansion from there. Seems safest.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**

Post by: **kefkakrazy** on **January 29, 2014, 04:29:24 pm**

I'm not entirely convinced we even have the labor to simply drag the goods into a bunker zone.

Yuli, for reasons that probably made great sense at the time, seems to have set up most of the "recovered" industry in a small base carved into the third cavern layer. While it LOOKS sealed, we've lost the fort twice to FBs slipping through little holes in the walls, and I'm just calmly awaiting a third FB breach. I'm not sure if he carved out this area himself or if it was already here and he expanded it.

On the upside, there is plenty of wood growing underground, so aside from additional beards there is literally no reason to ever go up to the surface ever. This is probably the best choice.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**

Post by: **tryrar** on **January 29, 2014, 04:41:17 pm**

Just be aware there is a panic OHSKIT lever that slams shut every bridge in the base just north of the airlock levers. might wanna pull a couple to see which one it is and note it. Also, might wanna link a couple levers to the actually important bridges staving off an fb invasion into the base as that lever is what destroyed my turn due to not realizing there was only one lever controlling everything >_<

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**

Post by: **Mr. Strange** on **January 29, 2014, 04:59:03 pm**

Quote from: kefkakrazy on January 27, 2014, 09:22:14 pm

Situation in the fortress is nightmarishly precarious. Goblins and trolls roam freely among the corridors, and I'm not quite certain how long this uneasy truce will last. The halls need washed clean of such filth, but no dwarf in the fortress has the combat prowess to go about it.

They were still nonhostile? I, uh, I knew that. Totally not the reason why I got killed constantly. Nope.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**

Post by: **Urist McDrowner** on **January 29, 2014, 08:01:06 pm**

Seems like it's worth the investment to create an adventurer in this world. It will take some serious time, if we do the honorable thing and don't use DFhack, but then every time we have this problem, we can send in Urist McBA to clean out the voidspawn and the FBs.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**

Post by: **ChaosMaker** on **January 29, 2014, 11:55:21 pm**

Quote from: Urist McDrowner on January 29, 2014, 08:01:06 pm

Seems like it's worth the investment to create an adventurer in this world. It will take some serious time, if we do the honorable thing and don't use DFhack, but then every time we have this problem, we can send in Urist McBA to clean out the voidspawn and the FBs.

HERESY TO THE VOID MAGIC!!!

but still does the adventure mode even still work if we use it at the same time as the fort? and will the adventurers actions on the fort remain with us untill the end?

and on the bunker thing, i think we should dig until we hit magma and adamantine....and just fricken live on the level above the lava pits. make the fort there as the main base and close/collapse the rest of the old fort entrances to dust. finally i also suggest when we get strong enough (50 beards or more) we start making a temple to anima in the magma region. of course with "SOME" saftey...as much as i detest that in dwarf fortress, situational uses...then sacrifice a few useless dwarves in a ritual to bind VG to a champion dwarf (the best military dwarf we can get, preferably ultra-mighty across the board) and fashion masterwork adamantine weapons and armour and give him a sheild as well. also a backpack with a adamantine flask...that will give him the option to carry food so he wont have to be served by us lesser void wraiths.

finally when he gets a kill count over 100 (no FBS...we dont want a geko sauce situation again! is there a way to close the caverns off from the rest of the map so FBS cant wander in?) and were sutibly prepared for a clown rush, we invade hell to remake the fort UNDER hell itself....and then if deathgate 3 comes out by that time we just dug so deep we appeared (well a few of us) in another world near a volcano.

if not then armok was being an ass again (blocked us from Dwarf Valhalla last time jerk!) and just dumped us onto a new world. any new migrant dwarves that we get that are the ones each of us want got deported to another area...depending on whos alive by deathgate before deathgate 3. (also end the fort marviloously if it does happen!)

good luck Kefka, hope the food situation works out for us...and if we can get some plump helmat spawn when the merchants come next time we will all be greatfull to the demon (hows that ironic?) that "saved" murdermachines...well more of murdermachines letting us back in so it can chew us up in the meat-grinder of insanity, depravity, voidspawn and goblin/troll filled muclding blades of clown blooded teeth of adamantine death and chaos! essentially **TERRY'S** back-yard.

(P.S:cant seem to find the little thing that'll let me make HIM more terrifying when you guys say it...you know the matrix-like coding covering HIS name?)

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**

Post by: **kefkakrazy** on **January 30, 2014, 11:22:41 am**

Quote

when the merchants come next time

quite frankly i have no idea where our trade depot is, or whether merchants would be able to survive up there. Again, EGGUANA was roaming around up there last I checked, and unless it ran into something that killed it in the past year (which I still need to check on, because I'm due for another update tonight or Friday) it's still a threat...

EDIT: nvm, EGGUANA appears to be toast, probably voidspawn

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **January 30, 2014, 11:55:51 pm**

welp check out its combat log if it got one...

anyway im thinking having voidspawn ambush is a bit overkill with the overkillly things. goblins are annoying enough already and kolbolds are worse when they steal somthing from the fort.

looking forward to the update, hopefully if all goes well we ge flesh-sack's to populate the fort for our immediate soul consumption...thats if anima doestn wrestle the forts rule away from Kefka, and reproclaims himself lord of murdermachines after decideing that enough was enough and continuously takes the strongest and most able dwarves int he fort for himself!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **January 31, 2014, 01:21:31 pm**

Quote from: kefkakrazy on January 30, 2014, 11:22:41 am

EDIT: nvm, EGGUANA appears to be toast, probably voidspawn

Do not eat the toast. DO NOT EAT THE TOAST!

EDIT: Added myself to the list for dorfing. I just *have* to take part in this glorious, blood-filled madness.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Grombardrim** on **January 31, 2014, 04:23:48 pm**

Grombardrim Cancels Explore Murdermachines: Eating Toast.

Grombardrim Cancels Eating Toast: Paralyzed.

Grombardrim Cancels Breathe: Paralyzed.

Grombardrim Cancels Live: Oxygenated Blood Not Found.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **January 31, 2014, 11:14:10 pm**

Quote from: Grombardrim on January 31, 2014, 04:23:48 pm

Grombardrim Cancels Explore Murdermachines: Eating Toast.

Grombardrim Cancels Eating Toast: Paralyzed.

Grombardrim Cancels Breathe: Paralyzed.

Grombardrim Cancels Live: Oxygenated Blood Not Found.

Chaosmaker cancels hauling: found toast

Chaosmaker cancels eating Toast: Paralyzed

Chaosmaker has died!

Chaosmaker cancels death: found computer with DF

.....i....live...AGAIN!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **TalonisWolf** on **February 03, 2014, 12:51:08 am**

Quote from: ChaosMaker on January 31, 2014, 11:14:10 pm

Quote from: Grombardrim on January 31, 2014, 04:23:48 pm

Grombardrim Cancels Explore Murdermachines: Eating Toast.

Grombardrim Cancels Eating Toast: Paralyzed.

Grombardrim Cancels Breathe: Paralyzed.

Grombardrim Cancels Live: Oxygenated Blood Not Found.

Chaosmaker cancels hauling: found toast

Chaosmaker cancels eating Toast: Paralyzed

Chaosmaker has died!

Chaosmaker cancels death: found computer with DF

.....i....live...AGAIN!

Chaosmaker twitches!

Chaosmaker has transformed into a Voidspawn!

Say, Chaosmaker... did you realize that my dorf in Carryscar thinks you're a traitor? Hehehe...

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **February 04, 2014, 12:50:03 am**

...curses....

i took the body of a voidspawn of all things...

Me a traitor.... ;) good luck....i might justn happen to be thinking on how to drown the fort in water or magma given the chance for shits and giggles!

:~X (i never shall speak of my ultimate design!)

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **February 04, 2014, 12:03:14 pm**

If that's your plan, how could you possibly be considered a traitor?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **kefkakrazy** on **February 04, 2014, 12:14:37 pm**

still alive just have crap going on

not sure when I'll have an update but just checking in for you guys

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **February 05, 2014, 03:40:17 am**

awsome, keep up the good work! still give terry hell when you can!

and for the record...when the magma and water is employed against US rather then in a ingenious deathtrap that cant possibly work...then its treason...or just the fact he a no good dirty vampire thats dissing my voidish name....and the fact he hates dragons might earn him my enternal disfavor...

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **February 05, 2014, 12:30:54 pm**

I can't understand a word of what you're saying. How is flooding the US with magma ~~anything but the best possible tribute~~ treason? And how can one hate dragons, exactly? Or without being burned to death, at any rate?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Grombardrim** on **February 05, 2014, 01:06:23 pm**

One hates dragons pretty easily, actually. One just needs to stay far away from them.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **February 05, 2014, 01:18:55 pm**

And what's stopping the dragon from coming over there and eating you?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **joshthehawk** on **February 05, 2014, 04:53:18 pm**

Well, I just found and read through this madness, and I put myself on the dorfinator.

Good luck with the !!FUN!! :D

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Grombardrim** on **February 06, 2014, 03:26:26 am**

Quote from: Dwarf4Explosives on February 05, 2014, 01:18:55 pm
And what's stopping the dragon from coming over there and eating you?

That would be the military Dwarves between myself and it.

Also the walls, webbed cage traps, and other assorted nasties.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **February 06, 2014, 03:32:02 am**

Fuel does not a defense make.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **February 07, 2014, 04:05:24 am**

i love making ideas circulate the forum...still dragons are !FUN! to keep around, especailly if they set the booze on fire when a mobs in there. instant dynamite!

also taming dragons and making them our warrior/slave caste of the fort means that we wont have to fight as much, and cultivating the "flock" will yeild lots of dragon bones (i wonder how much they can cost?), leather (lots of leather!) and other bits fo food....hey anyone tried dragon meat and organs? might make for a mighty meal...wonder if itll overtime make our dwarves immune to fire if we eat dragons constantly?

probably not...but hey we got carp training, the danger room, and all we need now is a fire room so as to make our dwarves immune to fire (melt the fat off their flesh...they'll be pale from it, but hey its better then being burned alive in the future!)

also do we have plans for vampires? wouldnt want any pest comming into the fort and eating our flesh-constructs.

and only we could see magma as fuel, trap defense, ect. ect...also do voidspawn have trap avoid? if not then i suggest planting lots of cage traps mixed with stonefall traps. kinda like this : w=wall, S=stone fall and C=cage

WSSSW
WCCCW
WSSSW
WCCCW

just keep alternating. if they get past the traps we can then unleash the meatshields to buy time (a cage full of Male War Dogs. we keep the strongest and largest war dog male for breeding purposes while the females are also kept nearby. dog explosion!) (dragons we keep inside the fort in choke points where they can unleash their deadly flame).

also have you found a way to keep all the trolls and goblins caged? or contained at least so we wont have to deal with a siege?

and finally any ideas besides surviving? the thing i want this fort to do is reclaim the main fort, clean up the surface with traps randomized everywhere, make the trade depot a killing ground against the elves. and finally make a squad of wrestler dwarves in thier own little hole to train for 5 years max...at least untill they get legendary is fighting, wrestling, biting, ect. (the basic fighting skills without weapons) then put them into carp training, and next put them in steel armour and unleash them on the voidspawn. (see how many DIE or Mutilate themselves upon the monsters for our own amusement!)

Next we invade hell, and if Deathgate 3 comes out, do we want voidspawn in it? or no? cause if no voidspawn then we go to the nearest goblin citidael or necromancer tower, and proceed to ruin their lives by killing every damn warrior they have. (and if we can do military expiditions...al the better! Slaves labor, goods stolen by our enemies, plenty of captives taken back into the fort, and lots of goblins brought up as dwarbven slave labor...can you imagine having our dwarves use whips on goblins for hauling duties? makes me smile a bit when i imagine deathgate dwavr4es whipping demons in hell to get back to work! Kefka chose well to be one of us...)

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **TalonisWolf** on **February 10, 2014, 09:38:25 pm**

...you are insane. I LIKE IT!

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **February 10, 2014, 10:15:41 pm**

Quote from: TalonisWolf on February 10, 2014, 09:38:25 pm
...you are insane. I LIKE IT!

puts on a top hat, monocol, and picks up some dwarven rum in a barrel with a oversized muscular arm covered in animal blood, guts, fur, scales, and goblin puke, the barrel menaces with spikes of rum! good sir!!! i am not mostly certianly insane, !!FUN!! yes, insane, good sir you must not have played being an overseer for more then one term!!! even in a regular fortress!!! currently i have a stable (somewhat) fortress dwelling deep within a "CPU" as the others would say. now then be a good lad and get me my dragon gut rot special of dwarven run and be quick about it! Chap Chap!!

now then i see there a good few goblins that are in need of a beating down with a hammer...or a couple of dogs dog-piling them! *chuckles*. tally ho!!!

(sorry, or not, any english people who i may or may not have offended, if you were...get with the program this is DF!!! if not...then yes laugh at my incompetence as a english-dwarf animal trainer!)

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **February 11, 2014, 12:19:32 pm**

Let's mod in immobile petri dishes with a harmless syndrome to allow us to vaccinate dwarves. And let's have a small zoo, maybe with a reserve supply of kobold (slaves).

Looking over my plan, I cannot rationalize the lack of lava. What we need to get some more excitement is a megaproject, perhaps a multi-fortress lava (or water) gun, with one fort of the project set up just for the launching of the ~~magma~~ lava. Then let's make the second fortress act as the supply chain, consisting almost entirely out of pumps connected to the magma sea, with the rest of the fort being BATTERY-s. To provide further amusement, let's set up another pair of forts to fire water (at a very large delay). Then we can create large walls of harvestable obsidian in adventure mode.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **February 12, 2014, 12:39:08 am**

Quote from: Dwarf4Explosives on February 11, 2014, 12:19:32 pm
Let's mod in immobile petri dishes with a harmless syndrome to allow us to vaccinate dwarves. And let's have a small zoo, maybe with a reserve supply of kobold (slaves).

Looking over my plan, I cannot rationalize the lack of lava. What we need is a multi-fortress lava (or water) gun, with one fort of the project set up only for the rapid-fire launching of the material, and the second for the delivery of massive amounts of the material. For the same reason, let's set up another pair of forts to fire water (at a very large delay). Then we can create large walls of harvestable obsidian in adventure mode.

and sell them to a mega fort that well make? or perhapes will invent a super fort that can strech several locations long and wide? at which the center we will build a mega-fort on which there can be no failure...unless we breach hell and unleash the demons within.

at this rate, only HE would be our immortal enemy....i suggest we invent our own "villan" guys...some kind of void-spawn/demon hybrid thing...

because at this rate well become bored of this and make somthing to killy for us to contain.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **February 12, 2014, 09:46:30 am**

Something with a description like this:
"He has turned on us. The Void God had abandoned us all, and then returned, seeking out vengeance against those who dared to be sane, with his minions, and legions of those who have been terrorized by Deathgate's existence.

To sum up, we're probably already going to die within the next few moments.", maybe?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **ChaosMaker** on **February 12, 2014, 09:46:02 pm**

Quote from: Dwarf4Explosives on February 12, 2014, 09:46:30 am
Something with a description like this:
"He has turned on us. The Void God had abandoned us all, and then returned, seeking out vengeance against those who dared to be sane, with his minions, and legions of those who have been terrorized by Deathgate's existence.

To sum up, we're probably already going to die within the next few moments.", maybe?

hmmmmmmmm....he must be pissed because he hasnt killed anything lately....we need a shrine and fast!!!! maybe we can shove the goblins and trolls into the pit lined with spears sticking upright, and not just any spears, how about Silver Spears? kinda like silver bolts are the best, why not have silver spears lining the bottom of our deathpit/shrine to chaos?

or we could just mod in a few human cursader kingdoms that are just zealots and opnly use copper weapons. or gold....would be amusing to see humans, elves, and goblins actually allying each other to either get rid of a undead-m,enance....

wait...

undead...

GUYS I GOT IT!!!

Death-gate versus Zombie apocolapse!!! make the bites infectious like the voidspawn, and have them hate all life! (classify them as undead hehe) and then see how many hordes we get rapidly! (the frist batch would be pathetically weak that a cat can kill one, but damn fucking numerous!) the second batch would be stronger fresher zombies reently dead. the next up would be infected, which would not be rotted and have their skills, essentially the undead have shitloads of endurance, weak strength, barely any agility, no chance in hell of dodging, and their bites are infectious crap that can turn a dwarf fortress into a hell-pit if one dwarf gets infected and starts biting everyone.

would be intresting to see how the dwarves of the void face off against death itself in its attempt to reclaim our souls into the abyss.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Dwarf4Explosives** on **February 13, 2014, 11:26:40 am**

I'm pretty sure it's impossible to make waves of enemies get progressively stronger reliably. To get the Void God to only arrive as the last wave would require modding of the save to make the population ratio 1 caste of Void Gods within the species the leader of the civilization. Still, everything will still probably die, quite likely at his hands, axe or beard (made of magma?), if we implement this plan.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**
Post by: **Mr. Strange** on **February 13, 2014, 03:40:33 pm**

Quote from: Dwarf4Explosives on February 13, 2014, 11:26:40 am

Still, everything will still probably die, quite likely at his hands, axe or beard (made of magma?), if we implement this plan.

So only question left is who will actually do the modding?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**

Post by: **kefkakrazy** on **February 13, 2014, 10:12:42 pm**

Sorry about the massive delay. To be bluntly honest, it's taking me a lot of time to work my way into this fort; it is *nightmarishly* convoluted and badly screwy.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**

Post by: **Dwarf4Explosives** on **February 14, 2014, 10:30:34 am**

Quote from: kefkakrazy on February 13, 2014, 10:12:42 pm

Sorry about the massive delay. To be bluntly honest, it's taking me a lot of time to work my way into this fort; it is *nightmarishly* convoluted and badly screwy.

Ah, the old Deathgate motto.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**

Post by: **AnimaRytak** on **February 14, 2014, 09:12:41 pm**

The VoidGod still lives baby.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**

Post by: **Lolfail0009** on **February 14, 2014, 09:17:18 pm**

Quote from: AnimaRytak on February 14, 2014, 09:12:41 pm

The VoidGod still lives baby.

"Lives" is relative.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**

Post by: **AnimaRytak** on **February 14, 2014, 09:17:50 pm**

Takes more than a broken skull or a removed brain to kill me.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**

Post by: **Dwarf4Explosives** on **February 15, 2014, 12:14:32 pm**

He returns! HE RETURNS! Ready the catapults...I mean, eh, welcome back AnimaRytak!

But we've run out of things to kill, so could we kill you next game? Deathgate need a challenge, and the Voidspawn are remarkably squishy, although, when compared to the unholy hive mind of a dwarf fortress, pretty much everything is.

Speaking of which, when can we expect an update, kefkakrazy?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**

Post by: **kefkakrazy** on **February 15, 2014, 10:00:49 pm**

ANIMA'S BACK I'M SAVED PLEASE TAKE THIS NIGHTMARE OFF MY HANDS

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**

Post by: **ChaosMaker** on **February 17, 2014, 11:20:49 am**

Quote from: kefkakrazy on February 15, 2014, 10:00:49 pm

ANIMA'S BACK I'M SAVED PLEASE TAKE THIS NIGHTMARE OFF MY HANDS

Quote from: Lolfail0009 on February 14, 2014, 09:17:18 pm

Quote from: AnimaRytak on February 14, 2014, 09:12:41 pm

The VoidGod still lives baby.

"Lives" is relative.

....awsome dude! welcome back!!!

hopefully we can start the revival of deathgate again....yeah so far its been not going well when you died...me thinks this is punishment for not giving you armour...or forcing you to...because lets face it, weve become remarkibly reliant on you since our refall...and while the voidspawn are squishy, we keep dieing to mass amounts of goblins, theives, trolls, spawn, and thralls....

makes me think we need dragons to burn them away.

(also if a animal trainer comes, let me deal with it...i so want to train dragons! Dunegon Master for the Win Dwarf! iof its possible.)

anyway looking forward to seeing anima or kefka save the fort again...i think we were to insane for this place...not enough moutain to much plain.

plus no magma! sigh, when i get the chance for deathgate 3, ima be a overseer...cant wait to fall to the madness! (ima partially mad, havent truly been inducted into the madness of deathgate!)

also im guessing same ol same ol dwarfs?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**

Post by: **kefkakrazy** on **February 17, 2014, 03:28:59 pm**

Me save the fort? I've made almost no progress. Every attempt has been met with a sort of existential terror not unlike that of someone who tries to open up their watch to replace a battery and finds that it is being powered by a tiny, portable portal to a blackened realm of insanity and lust, and that their curiosity has allowed dark spirits to seep forth and infect our world and that is where people like the Kardashians come from and oh god what have I done to us i don't normally even wear watches

ahem.

attempting to get anything actually done is terrifying.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**

Post by: **Lolfail0009** on **February 17, 2014, 09:14:10 pm**

Quote from: kefkakrazy on February 17, 2014, 03:28:59 pm

Me save the fort? I've made almost no progress. Every attempt has been met with a sort of existential terror not unlike that of someone who tries to open up their watch to replace a battery and finds that it is being powered by a tiny, portable portal to a blackened realm of insanity and lust, and that their curiosity has allowed dark spirits to seep forth and infect our world and that is where people like the Kardashians come from and oh god what have I done to us i don't normally even wear watches

Wait, that's NOT what my watch is supposed to be powered by?

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**

Post by: **AnimaRytak** on **February 17, 2014, 10:56:15 pm**

Give me the save.

I want to see how this new computer handles our venerable monster.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**

Post by: **Lolfail0009** on **February 17, 2014, 11:02:07 pm**

Quote from: AnimaRytak on February 17, 2014, 10:56:15 pm

Give me the save.

I want to see how this new computer handles our venerable monster.

If said computer isn't running off of a 512qb Vesuvius processor and cooled using the vacuum of space, then I hope you get out of the house before you burn to death.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**

Post by: **AnimaRytak** on **February 17, 2014, 11:10:52 pm**

We don't need no water let the mother fucker burn. (https://scontent-a-dfw.xx.fbcdn.net/hphotos-prn1/t31/1618263_10151862588181857_825556233_o.jpg)

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**

Post by: **Lolfail0009** on **February 18, 2014, 01:07:54 am**

Quote from: AnimaRytak on February 17, 2014, 11:10:52 pm

We don't need no water let the mother fucker burn. (https://scontent-a-dfw.xx.fbcdn.net/hphotos-prn1/t31/1618263_10151862588181857_825556233_o.jpg)

Those screens make me... happy? Feel good, at least.

Title: **Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)**

Post by: **kefkakrazy** on **February 18, 2014, 03:35:51 pm**

Will post the save when I get home. It's not actually running at poor FPS, guys; the problem is just that attempting to organize everything is so intimidating that I'm almost immediately struck by a paralysis not unlike gecko sauce disorder.

Also, you do know that DF's speed is entirely dependent on how much power a single core can throw at it, right? Since DF is not multithreaded, it can only run on one processor *core* so a lot of the benefit of multi-core arrangements is lost. (Not entirely, mind; having at least a dual-core allows you to assign one entire core to DF, since you can offload all the processing for other mandatory functions like the OS to the other cores.)

Title: Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)
Post by: Lolfail0009 on February 18, 2014, 09:30:04 pm

Quote from: kefkakrazy on February 18, 2014, 03:35:51 pm
Also, you do know that DF's speed is entirely dependent on how much power a single core can throw at it, right? Since DF is not multithreaded, it can only run on one processor core so a lot of the benefit of multi-core arrangements is lost. (Not entirely, mind; having at least a dual-core allows you to assign one entire core to DF, since you can offload all the processing for other mandatory functions like the OS to the other cores.)

There are many cores there. One can handle DF and the others can be moral support.

Title: Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)
Post by: AnimaRytak on February 18, 2014, 10:11:54 pm

Quote from: kefkakrazy on February 18, 2014, 03:35:51 pm
Will post the save when I get home. It's not actually running at poor FPS, guys; the problem is just that attempting to organize everything is so intimidating that I'm almost immediately struck by a paralysis not unlike gecko sauce disorder.
Also, you do know that DF's speed is entirely dependent on how much power a single core can throw at it, right? Since DF is not multithreaded, it can only run on one processor core so a lot of the benefit of multi-core arrangements is lost. (Not entirely, mind; having at least a dual-core allows you to assign one entire core to DF, since you can offload all the processing for other mandatory functions like the OS to the other cores.)

Valid point, however the single core performance of these processors is about the best one can find without spending the blood of your firstborn.

Title: Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)
Post by: kefkakrazy on February 19, 2014, 08:20:59 am

Having trouble uploading the save, still working on it

Title: Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)
Post by: kefkakrazy on February 19, 2014, 10:36:41 pm

Current save is here.

<http://dffd.wimbli.com/file.php?id=8434>

Title: Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)
Post by: Lolfail0009 on February 19, 2014, 10:50:27 pm

Quote from: kefkakrazy on February 19, 2014, 10:36:41 pm
Current save is here.

<http://dffd.wimbli.com/file.php?id=8434>

O.o

I never quite realised just HOW fucked up this place is.

Title: Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)
Post by: ChaosMaker on February 19, 2014, 11:33:03 pm

Quote from: Lolfail0009 on February 19, 2014, 10:50:27 pm
Quote from: kefkakrazy on February 19, 2014, 10:36:41 pm
Current save is here.

<http://dffd.wimbli.com/file.php?id=8434>

O.o

I never quite realised just HOW fucked up this place is.

so i general same old same old? also welcome back anima!

hopefully the void-god will be please with out madness and chaos....and if he manages to get the fort ready for another round of fun i approve of it immensely! (as long as i get to train the dragons...and the dragons are able to be breed, trained, and domesticated...a good long term goal, plus no need for grazing...and the dragon bones, leather, and meat will keep us feed for weeks, maybe even a year!)

also any way short of massive amounts of cage traps to get rid of the goblins, trolls, and other unwanted beings in the fort?

also suggesting we go to caverns, bnecause lets face it the upper levels of the fort is hell to mess with, i suggest we wall off most of the underground caverns, and have our quarters a level above them...the great hall (new one) could be a level above that and all our industry and stockpiles will be around the level of magma. plenty of railcarts, wheelbarrows to go around. plus i suggest we breach into the main fort later on when we have meatsheilds and steal everything that isnt nailed down...and come back with oversized axes and take others as well...including the nails!

and if we have a chance, reclaim the surface and drag everyiong up there into a garbage pile of 1 tile and then reclaim anything remotely useful. such as clothes, furniture, armour, weapons, bodies to eat, ect. ect.

i relish in the gloy (aka:pits of hell that even demons fear....i hear they created a religion that demotes us as the monsters above that seek to invade hell!!!) wishing i could see the scene....fuck job corps...and fuck no dwarf fortress...great now im depressed...have to find a way to watch a puppy dfie or a paindeer slowly bleed to death somehow...

finally i wish the VG a good lucks worth on reclaiming the fort. hopfully we get more amusing stories out of this before deathgate 3 comes out. and when we do, an epic send off for murdermachines....maybe a bomb or something?...

NOODLE GET THE PLANS!!! WE NEED A IMPOSSIBLY LARGE BATTERY TAKING ABOUT 10 LEVELS TO OVER-POWER SOMTHING SO WE CAN TURN THE EXCESS ENERGY INTO A BOMB TO DESTROY EVERYTHING QUICKLY!!!!

every other overseer! we need LOTS of supplies...iron at worst for the compoments!

Title: Re: Murdermachines - Sacked, Salted, and Buried (Deathgate II)
Post by: kefkakrazy on February 19, 2014, 11:53:21 pm

Chaos are you MAD? The caverns were responsible for each of the multiple falls the fortress has taken, between AMBASSADOR eating our entire population and EGGUANA providing a taste sensation to die for.

Sealing them off and never ever ever ever for the love of the dark gods ever opening them again would probably be a better bet. Rather take my chances with the voidspawn.

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: AnimaRytak on February 21, 2014, 12:33:15 am

The following was found scrawled on a stone outside the gates of Usanstakud Nazushmestthos.
We are the Death-Hammers' of Wrath.
The last survivors of the once great civilization, the Basement of Murder.

Our home was Deathgate.

We are the dwarves who kicked in the gates of hell and conquered it for ourselves. We built a fortress deep below the earth that housed a warmachine of steel and dwarven hate. Built on the bones of goblins and demons, none could vanquish us. Except Terry; a god of madness and chaos born from our own rage. In the end, he was our undoing. Our brethren were taken from us, locked inside the realm of madness and chaos.

And we? We were forsaken by the Stonemaker and left to the endless void with Him.

Our reprieve from the void was Murdermachines. A place in which we could call home. A way to escape the hungering void and return to flesh and blood bodies. But this was no sanctuary; we have lost much for this place.

Only the avatar of the Voidgod, a warrior of glad in burning steel and adorn with a halo of molten iron, allowed us to return. But still we do not thrive. We cling, we suffer, and we bleed for this burnt, blood soaked land.

And we fucking love every minute here.
This is the dwarven paradise.
This is Murdermachines.

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: Shaggard on February 21, 2014, 01:16:58 am

Is this ale, vomit, blood, or just tears soaking my beard?

Note, upon checking the save, I find myself somewhat befuddled by the military structure. Or, rather, the lack there of. Perhaps one wishes to harness the madness of the void's heir with skillful use of disorganization?

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: Grombardrim on February 21, 2014, 02:47:49 am

Quote from: Shaggard on February 21, 2014, 01:16:58 am
Is this ale, vomit, blood, or just tears soaking my beard?

You forgot "E, all of the above," which was the correct answer. Also, Anima, I presume we're going to keep clinging desperately to Murdermachines, clawing and scratching for every single square our Dorfs manage to eke out from the hellish wasteland that surrounds them with its malevolent embrace?

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: kefkakrazy on February 21, 2014, 05:57:50 am

Quote from: Shaggard on February 21, 2014, 01:16:58 am
Is this ale, vomit, blood, or just tears soaking my beard?

Note, upon checking the save, I find myself somewhat befuddled by the military structure. Or, rather, the lack there of. Perhaps one wishes to harness the madness of the void's heir with skillful use of disorganization?

There is no standing military. I jammed all of the unnamed Daemonthralls into a squad so I could try to get enough of their less-valuable meat bodies clustered around one of the not-violent goblins to feel safe trying to have them execute him, but because even Daemonthralls have short attention spans and Yuli built our little bunker in cavern layer 3, I could never get more than one or two beards up there at any

given time.

You have to understand that I hail from a darker era, back before the uber-complex current military system was put in place (I still haven't figured out a lot of the bells and whistles). Why, in my day, a dwarf was either military or not-military, and that was that!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **February 21, 2014, 01:49:49 pm**

Just set up the most exploit-based, most expleted-up excrement you can and roll with it. And no, the reason that I am censoring my post is not for the usual reason people do so, i.e. family-friendliness. It's because there is no expletive that can fully express how far Murdermachines has to go until it reaches the *creativity* of Deathgate. We're getting to the messed-up part, though, as evidenced by the **RETURN OF THE DEATHGATE MOTTO**.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Mr. Strange** on **February 21, 2014, 02:06:41 pm**

Quote from: Shaggard on February 21, 2014, 01:16:58 am
Is this ale, vomit, blood, or just tears soaking my beard?

Sig worthy.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **peregarrett** on **February 21, 2014, 02:13:23 pm**

Is it Void God has granted us His eternal rage?
Claim the place, The Eternal Bloody Bath, and bring your poor servants to the highest glory of living! Let the Murdermachines shine for the eternity!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **February 21, 2014, 07:27:33 pm**

Quote from: Dwarf4Explosives on February 21, 2014, 01:49:49 pm
there is no expletive that can fully express how far Murdermachines has to go until it reaches the *creativity* of Deathgate.

Raaki. Or, more correctly, Daraaki (Dah-Rah-Ah-Kee). It means that something can never reach any expectation placed upon it.

From Raa (object), Ki (an inverting suffix, in this case turning "object" into "no object" or "nothing") and Da (Prefix that turns the stem into an adjective).

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Shaggard** on **February 21, 2014, 08:16:50 pm**

Quote from: kefkakrazy on February 21, 2014, 05:57:50 am
Quote from: Shaggard on February 21, 2014, 01:16:58 am
Is this ale, vomit, blood, or just tears soaking my beard?

Note, upon checking the save, I find myself somewhat befuddled by the military structure. Or, rather, the lack there of. Perhaps one wishes to harness the madness of the void's heir with skillful use of disorganization?

There is no standing military. I jammed all of the unnamed Daemonthralls into a squad so I could try to get enough of their less-valuable meat bodies clustered around one of the not-violent goblins to feel safe trying to have them execute him, but because even Daemonthralls have short attention spans and Yuli built our little bunker in cavern layer 3, I could never get more than one or two beards up there at any given time.

You have to understand that I hail from a darker era, back before the uber-complex current military system was put in place (I still haven't figured out a lot of the bells and whistles). Why, in my day, a dwarf was either military or not-military, and that was that!

Realistically, it wouldn't be near as fun if everything was clockwork. Your service was a worthy one.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **February 21, 2014, 08:42:56 pm**

This is still alive? Wish I could say I was surprised, but things made up of the essence of Chaos, Insanity, and corpses of burnt out CPU's tend to NOT DIE. And when they do, they find some way to COME BACK.

Honestly, I love it all.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AnimaRytak** on **February 21, 2014, 11:41:42 pm**

1st Slate, 268, Mid-Spring
Sixteen dwarves.
Two miners, one of them is Minkerrow.
A woodworker, Puff.
A stoneworker, Tryrar.
A metalsmith.
A jewler.
A craftdwarf, Peregarrette.
One noble.
Two fishery workers, one of them Thaddeus.
Three farmers, SanDiego is among them.
Two engineers, Mr. Strange & Lashidang.
One wrestler, Kyh.
Minkerrow is the nominal leader of the fortress as well as serving as our chief broker. Thaddeus serves as the only doctor in the fortress. SanDiego has the honored position of Bookkeeper.
The fortress is an utter wreck. The surface is covered in debris and skeletons from decades of war. The upper floors are no better, the only difference being the moss and mushrooms that grow over the corpses. On the first floor there is a room equal in size to the great hall of Deathgate. It's only purpose is to house corpses.
The second floor, the farms, are overrun with plant growth. The farms themselves have been fallowed for months and troll blood still stains them.
Deeper, in the stone heart of Murdermachines, the situation is no better. Corpses of our brothers and goblins fill the halls. Two corpses lie in the hospital, two more in the dining hall, one died in his office Ducim Limulatol, one of the untaken, sleeps in the old office above the hospital. Ezum Timnarkulet is a few floors down, hauling items around. SanDiego slumbers on the same floor. In the halls between them, goblins and trolls lurk.
Minkerrow and Peregarret are near the caverns. More goblins are nearby.
Puff, Thaddeus, Tryrar, and Unib are with Mr. Strange and Lashidang are not far from Minkerrow.
Goblins and trolls are everywhere. Yet they do not raise their arms against us. It seems, even now, they fear the power of the VoidGod.
Our goal is clear. I shall seal off the fortress to the caves and to the surface. I shall train an army, an elite army, that can handle any threat that can be thrown at us. Then I shall retake the surface.
There, I shall make us a grand monument to dwarven kind.
For I am AnimaRytak, Firstborn of Terry.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **February 21, 2014, 11:45:56 pm**

And here we see another example of Zalgo text not working on a Simple Machines Forum.

Also, one question; Kyh, male or female? Should be female, I think...

Not that I write for this fortress :/

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AnimaRytak** on **February 22, 2014, 01:16:26 pm**

30 seconds in and a forgotten beast got into our main inhabited zone.

This may be difficult.

Edit:
Kyh is female. Also she has a broken ankle and a dent in skull.

EditTwo:
Kyh's dead.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **February 22, 2014, 01:26:01 pm**

Any syndromes ([PAINED_FACE])?
More to the point, what *is* it?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AnimaRytak** on **February 22, 2014, 02:58:53 pm**

2nd Slate, 268, Mid-Spring

The Forgotten Beast Baru has come! A great one-eyed theropod. It has a pair of spindly antennae and it has a bloated body. Beware its deadly blood!

Press Enter to close window

Baru has come. He stalks the caverns and I cannot say if we are cut off from him.

For our protection, I've ordered the cavern-regions to be sealed off from the caves. I cannot risk an invasion at this point. I've canceled numerous designations for digging and mining as there are far more pressing issues than making our fortress look attractive or supplying more ores. As we have no carpenter, one of the daemonslaves, Kogsak, has taken over these duties.

Quick walling by Tryrar cuts us off from the caves. We are lucky at this, as the howls of Baru can be heard even through shaped stone.

11th, Slate, 268, Mid-Spring
Migrants arrived, eleven of them. Fresh daemonslaves the entire lot of them. Among them is a new carpenter, a stone detailer, a medic. Many of them have weapon experience. This is good, they'll be amongst the first recruits.

Now if I can only find a way to let them in.

8th Felsite, 268, Late Spring

Among our new daemonslaves is an armorer. This is as good excuse as any to restart our metalworking industry. Luckily, our old magma forges are still operational; albiet dusty.

12th Felsite, 268, Late Spring

An elven caravan arrived. I will not bother to open the gates for their ilk.

14th Felsite, 268, Late Spring

One of the daemonslaves has withdrawn from society. Let us hope he finds what he needs, every daemonslave is valuable right now. In order to get the fortress up and running again, I've ordered the old parts of the fort to be re-inhabited. The heart of Murdermachines will beat once more. We shall not hide in caves.

[OOC]
Something in one of the stockpiles was tainted with a foul disease. It caused paralysis and near instant death in half a dozen dwarves. I must take steps to contain it ahead of time.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **February 22, 2014, 05:02:59 pm**

Why does no one ever remember the **ARMOKDAMN EGGROASTS?!**

Stay away from them, that's what the fort died from last time. That's probably what you stumbled on, anyway.

Also, yay, more syndrome-y forgotten beast, this time in arthropod-dinosaur format. Any engineers among the migrants? If so, could I please be dorfed?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AnimaRytak** on **February 22, 2014, 05:11:52 pm**

I really should've read the last 50 or so pages.

Just the last ten or so would have been enough :P. Oh well, the ensuing catastrophe should be amusing, at least.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **February 22, 2014, 08:07:24 pm**

R-r-r-r-r-r-redorf!

Kyh II, female, and a profession that is less likely to get her killed.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AnimaRytak** on **February 22, 2014, 08:46:05 pm**

Damn it Puff, stop eating that fucking eggroast.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **February 22, 2014, 08:51:38 pm**

I have literally NO idea whats been going on since page 116.

I would add myself to the list for dorfing, but since i'm utterly lost, i'm just going to hang back on that for now.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **February 22, 2014, 09:51:29 pm**

Quote from: AnimaRytak on February 21, 2014, 12:33:15 am

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Only the avatar of the Voidgod, a warrior of glad in burning steel and adorn with a halo of molten iron, allowed us to return. But still we do not thrive. We cling, we suffer, and we bleed for this burnt, blood soaked land.

And we fucking love every minute here.
This is the dwarven paradise.
This is Murdermachines.

HERE HERE!!!!

Quote from: AnimaRytak on February 22, 2014, 08:46:05 pm

Damn it Puff, stop eating that fucking eggroast.

but puff likes the tast e of paralyiss and near death....or he simply enjoys dieing and eating the souls of the demonslave he has.

im guessing animal trainer is out of the question untill we have dogs or cats then?

anyway great job anima! hopefully your avatar can return from whence it came into the void...and possesss our mightest warrior (in terms of stats, skills, or anything else)

if you must put me int he military give me Scourges...either a silver or steel one will do...(or just give me two...itll amuse my dwarves as he flays the flesh off of the enemies of deathgates bones....seriously, ive given scourges to my military before...they fricken hurt and turn the dwarf into a sadistic evil bastard that'll hurt and hurt untill the enemy bleeds to death from multiple wounds...poor goblins just wouldnt die....and the FB to...)

anyway good luck anima, hopefully next week i can get back to dwarf fortress and getting my idea for the story im thinking/writing about up and running, all a tribute to our madness.

and Kefka, i was BORN mad....thats why i said we take the caverns for our own, the best way to do this is slow expansion, (take the top level and wall it off, then when you have to workforce, make another wall and ensure it reaches the ceiling, then go to the next level down and continue on and so forth, then muddy the grounds you have taken and instant farming area! do this for every level in the caverns untill WE control them with traps, walls, and of course spear traps with pressure-plates inbetween each one!

anyway if i ever get the chance for deathgate 3, ill like to overseer at least one time...probably will make a entrence so heavily trapped no goblin, troll, or even elf will enter our domain...undead well unless they keep geting torn apart by the spear traps (10 each) and keep marching along rapidly (we can also sue this for elven convoys!).

also remember this motto for murdermachines, DONT TOUCH THE EGGROASTS!

also have the stockpiles not accept any sort of extract from FB's, and keep their corpses away from the fort if possible...also wondering if itll be worth-while to turn the magma layers into our housing comparmnts where the REAL fort will live and prosper near the magma pools and adamantinj veins? and if possible turn at least one of them into a temple for you Lord Fristborn?

also anyone know if today will give the option to having **HIM** as a god in DF? because that...will...be...awesome...i think ive heard that a magic system is going to be introduced or somthing like that...anyone know anymore on that?

finally good luck with reviving deathgate a second time Lord Fristborn! i so desire to see deathgate crush all enemies...as well as the chance to grab a few dragons for pets/goblin disposal feeds. (make a 3x3 pit, put the dragon chanined at the bottom...toss in goblins...and watch the carnage!)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **February 23, 2014, 04:28:43 am**

Jesus, Anima, I forgot all about how long you'd been gone XD

Yeah, we had a forgotten beast, codename EGGUANA aka EGGWING, come through with poisonous blood. Wasn't too bad, except somehow some of his blood got all over a bunch of egg roasts in the stockpile. By the time Yuli caught it, basically the entire fort population was laying in a pile around the dining room table. That shit is nasty and will kill you dead really fast. Big portions of Old Murdermachines are still contaminated and Terry only knows how much of the crap on the surface is tainted.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **February 23, 2014, 02:55:51 pm**

so just another day at a deathhole in the ground.

good to know the fortress is going on strong!

(anyway we can get all the eggroasts put into one stockpile and forbid it from being eaten? might take a hour or two's worth of patience to go through everything and mark it for dumping but in the end itll be for the best, we really shouldnt have made that FB into egg roasts...or any FB really...)

New idea:go into food stockpiles, and FORBID any FB extract....or just EXTRACT in general from making its way into the food supply....im guessing the dwarves thought a FB would be a tasty morsel with chicken eggs...no way in hell would we sacrifice the Netherfowls kin for such a simple task of keep us fed!

instead we should make a dumping ground for an army of ducks! and then let them loose on the demons/spawn for the amusement of ourselves...say...anyway we can get the spawn to invade hell for us while we sit back and watch the carnage? you know just make a way for the demons and spawn to...meet....each other when the clown rush goes for the surface (wall off the fort and let the demons escape into a side tunnel for the explict purpose of letting the demons fight off the spawn)

because goblins sure arent doing crap about our voidspawn hobo problem.

but thats for when the fort finally stops being a derp and keeps dieing to eggroasts...as funny as it is the frist few times it just makes the fort uninhabitable...plus no new souls to feed on (aka:migrant demon-slaves...at least untill we inhabit their souls make make the bodies for our own!).

looking forward to the next update! as well as any story update as well. good luck dorfs!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **February 23, 2014, 03:19:00 pm**

Trying the Duck-O-Tron Trick again would be rather boring. Let's mod wagons to be capable of reproduction instead, and then drop them on our enemies. It'd get us wood easily and quickly, too, so that's a plus.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AnimaRytak** on **February 23, 2014, 07:41:07 pm**

Journal of Kogsak Sakzulus
17 Felsite, 268, Late Spring
Coming here was an utter mistake.
I would not listen to the younger dwarves, after a century of life, I know where I belong. Murdermachines had need of my skills, my talents. I believed the tales of danger to be... overblown, despite what these younglings thought.

It seems, however, that they were more correct than I. This place is an utter hell. Poison cakes the walls, bodies cover the floor, and bones dot the surface.

I have been miserable since setting foot here. I should not have come.

22 Felsite, 268, Late Spring
I witnessed Puff, one of the older inhabitants, fall to the floor in the lower fort. We all watched in horror as he mistakenly consumed a tainted eggroast. He struggled to breath as vomit filled his throat and lungs.

I was certain he would die.

But then a miracle happened. At once, I felt a great boom in my head as a voice spoke. I couldn't understand what it had said, but in that same instant, Puff pushed himself to his feet. Within a second, he went from the verge of death to walking.

He was still nauseous and partially paralyzed, but he was alive.

I've heard some of the other dwarves talking. They talk openly of the Firstborn of Terry; the VoidGod.

The speak of being called AnimaRytak.

They say Puff was saved by him.
This place... it scares me.

24 Felsite, 268, Late Spring
I'm leaving. This place, these dwarves, they terrify me. Yesterday, several of my comrades underwent complete changes in personality. They insist on being called a different name now. It's as if they've been possessed.
Uzol Tomusoddom now insists on being called Krosan.
Spoiler (click to show/hide)

Uzol Tomusoddom has been quite content lately. He admired a wonderful tastefully arranged Statue lately.
He is married to Wabok Drumrock.
He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Cudgel of Masters. He is a former member of The Bridge of Squeezing. He arrived at Usanstakud Nazushmestthos on the 11th of Slate in the year 268.
He is one hundred thirty-eight years old, born on the 1st of Granite in the year 130.
He is scrawny. His slightly sunken raw umber eyes have thin irises. His long sideburns are braided. His very long moustache is neatly combed. His medium-length beard is arranged in double braids. His hair is clean-shaven. He has a square chin. His ears are somewhat narrow. His skin is brown. His eyes are somewhat narrow.
He is very rarely sick, **but he is weak and very illmop.**
Uzol Tomusoddom likes microcline copper pink tourmaline crystal glass giant kakapo leather the color dark pink cats for their aloofness and hedgehogs for their many spines. When possible, he prefers to consume river spirits. He absolutely detests mosquitos.
He has a great sense of empathy, a natural inclination toward language and a good feel for social relationships, **but he has a questionable spatial sense.**
He has a calm demeanor. He never becomes angry. He is comfortable in social situations. He appreciates art and natural beauty. He tends not to openly express emotions. He is compassionate. He is very confident. He often does the first thing that comes to mind. He needs alcohol to get through the working day.
A short sturdy creature fond of drink and industry.

Ezul Timnarkulet, the militia commander, now insists on being called NCommander and claims to be a "CARPLord".
Spoiler (click to show/hide)

Ezum Timnarkulet has been quite content lately. She slept in a good bedroom recently. She talked with the spouse lately. She has complained of the crowded tables lately. She has been satisfied at work lately. She was caught in the rain recently. She was disgusted by a miasma lately. She admired a fine tastefully arranged Statue lately. She admired own fine Bed lately.
She is married to Fikod Furnaceroot.
She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The Crystalline Board. She is a former member of The Armor of Notches. She is the militia commander of Bodythief the Void-Wraith. She arrived at Usanstakud Nazushmestthos on the 20th of Hematite in the year 267.
She is ninety-seven years old, born on the 1st of Granite in the year 171.
She is fat. Her hair is clean-shaven. Her raw umber eyes are sunken. She has a deeply recessed chin. Her nose is slightly upturned. **Her fifth toe, right foot is gone.** Her skin is brown. Her ears are slightly flattened.
She is incredibly tough, **but she is clumsy and weak.**
Ezum Timnarkulet likes native silver nickel silver heliodor nether-cap wood gray squirrel bone gizzard stones, appears amulets horses for their strength and green tree frog men for their distinct mating call. When possible, she prefers to consume sewer brew and dwarven wheat flour. She absolutely detests snails.
She has a natural inclination toward language good creativity and an ability to read emotions fairly well, **but she has very bad intuition.**
She often feels discouraged. She can handle stress. She tends to avoid crowds. She loves to take charge and direct activities. She is rarely happy or enthusiastic. She is slow to trust others. She finds helping others rewarding. She is extremely cautious. She clicks her tongue occasionally when she's bored. She needs alcohol to get through the working day.
A short sturdy creature fond of drink and industry.

Mebzuth Eribsokan now insists on being called The Mad Fool.
Spoiler (click to show/hide)

Mebzuth Eribsokan has been quite content lately. He admired a fine Bed lately. He has been satisfied at work lately. He was disgusted by a miasma lately. He was caught in the rain recently.
He is married to Catten Brasspaint.
He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Colorless Rack. He arrived at Usanstakud Nazushmestthos on the 11th of Slate in the year 268.
He is one hundred nineteen years old, born on the 1st of Granite in the year 149.
He is tall. His short sideburns are neatly combed. His very long moustache is arranged in double braids. His very long beard is braided. His hair is clean-shaven. His slightly large-irised raw umber eyes are sunken. His skin is brown.
He is very agile and tough.
Mebzuth Eribsokan likes rhyolite electrum yellow jasper crystal glass white-browed gibbon leather giant pond turtle shell bolts cabinets rings sheep for their wool and goblin-caps for their stunning color. When possible, he prefers to consume brown recluse spider and gutter cruor. He absolutely detests lizards.
He has a great sense of empathy, a good spatial sense, a good feel for social relationships and a sum of patience, **but he has a meager klnesthetic sense, little willpower, and very bad analytical abilities.**
He is somewhat reserved. He finds helping others rewarding. He would rather intimidate others than compromise with them. He is immodest. He takes time when making decisions. He stiffens up when he's surprised. His hands are animated when he speaks. He needs alcohol to get through the working day. He does not mind being outdoors, at least for a time.
A short sturdy creature fond of drink and industry.

Olin Atoloslan now insists on being called Prosnorkus.
Spoiler (click to show/hide)

Olin Atoloslan has been quite content lately. She adopted a new pet recently. She was disgusted by a miasma lately. She admired a fine tastefully arranged Statue lately.
She is married to Dakost Caverned.
She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The Furnace of Visionaries. She arrived at Usanstakud Nazushmestthos on the 11th of Slate in the year 268.
She is one hundred ten years old, born on the 1st of Granite in the year 158.
She is very muscular. Her raw umber eyes are slightly sunken. She has a deeply recessed square chin. Her hair is clean-shaven. Her somewhat narrow ears are extremely tall. Her skin is brown. Her eyes have slightly thin irises.
She is very strong, **but she is flimsy and clumsy.**
Olin Atoloslan likes gneiss lead brown jasper axolotl leather cats for their aloofness and giant copperhead snakes for their attractive scale patterns. When possible, she prefers to consume magpie haggish pig cheese and prickly berry wine. She absolutely detests jumping spiders.
She has poor analytical abilities and quite poor focus.
She often feels discouraged. She is trusting. She is immodest. She is not easily moved to pity. She tends to stare unwaveringly when she's speaking to somebody. She needs alcohol to get through the working day. She likes working outdoors and grumbles only mildly at inclement weather.
A short sturdy creature fond of drink and industry.

Unib Esdortobul now insists on being called Fungin and that she is a "Heater".
Spoiler (click to show/hide)

Unib Esdortobul has been quite content lately. She slept in a good bedroom recently. She slept without a proper room recently. She has complained of the crowded tables lately. She was disgusted by a miasma lately. She has been satisfied at work lately. She admired a completely sublime Trap lately.
She is married to Thaddeus Channelboulders.
She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The Cudgel of Masters. She is a former member of The Page of Flame. She arrived at Usanstakud Nazushmestthos on the 20th of Hematite in the year 267.
She is one hundred six years old, born on the 1st of Granite in the year 162.
Her raw umber eyes are sunken. She is average in size. Her very short hair is neatly combed. Her ears are slightly flattened. Her head is somewhat short. Her hair is gray mixed with dark tan. Her skin is brown.
She is indefatigable.
Unib Esdortobul likes slate iron melanite ibex horn bolts backpacks amulets and wolverines for their tenacity. When possible, she prefers to consume giant horseshoe crab and sunshine. She absolutely detests large roaches.
She has great creativity, **but she has little willpower, little linguistic ability, and poor spatial senses.**
She is often nervous. She rarely feels discouraged. She never feels tempted to overindulge in anything. She is very distant and reserved. She is very assertive. She lives for risk and excitement. She can be very happy and optimistic. She appreciates art and natural beauty. She is uncomfortable with change. She believes that some deception is necessary in relationships with others. She doesn't go out of her way to do more work than necessary. She tenses up when she's nervous. She keeps her voice very quiet when she is nervous. She skips over to others when she meets them. She needs alcohol to get through the working day.
A short sturdy creature fond of drink and industry.

Vabok Asdugid now insists on being called Josh the Hawk and insists she or he is a Historian.
Spoiler (click to show/hide)

Wabok Asdugid has been quite content lately She has been annoyed by flies She was disgusted by a miasma lately She has been satisfied at work lately She admired a splendid Trap lately She is married to Uzol Shovecloisters She is a citizen of The Smooth Helm She is a member of Bodythief the Void-Wraith She is a former member of The Bridge of Squeezing She arrived at Usanstakud Nazushmesithos on the 11th of Slate in the year 268 She is one hundred thirty-five years old born on the 1st of Granite in the year 133 She is skinny Her thin-irised raw umber eyes are sunken Her very long hair is arranged in double braids She has a deeply recessed square chin Her nose is broad Her eyebrows are slightly low Her ears are somewhat narrow Her head is somewhat short Her hair is gray with some white Her skin is brown She is quick to heal but she is flimsy and quite clumsy Wabok Asdugid likes slade brass red tourmaline white-spotted puffer tooth the color cream helms bracelets and platypuses for their venomous spurs When possible she prefers to consume ant and bumblebee mead She absolutely detests loads She has the ability to focus but she has a meager kinesthetic sense little natural inclination toward music and poor spatial senses She can handle stress She is somewhat reserved She is candid and sincere in dealings with others She is very disorganized She needs alcohol to get through the working day A short sturdy creature fond of drink and industry

Adil Zasitstorlut now insists on being called AtomicAvocado.
Spoiler (click to show/hide)

Adil Zasitstorlut has been quite content lately He was disgusted by a miasma lately He has been satisfied at work lately He is married to Stinhad Minedmatched He is a citizen of The Smooth Helm He is a member of Bodythief the Void-Wraith He is a former member of The Hairy Banner He is a former member of The Colorless Rack He is the expedition leader of Bodythief the Void-Wraith He arrived at Usanstakud Nazushmesithos on the 11th of Slate in the year 268 He is one hundred thirty-nine years old born on the 1st of Granite in the year 129 He is tall and fat His hair is dry His very long sideburns are braided His very long moustache is arranged in double braids His very long beard is arranged in double braids His very long hair is arranged in double braids His broad nose is upturned His somewhat narrow ears are extremely tall His raw umber eyes are slightly sunken His somewhat short head is somewhat narrow His brown skin is slightly wrinkled His hair is gray mixed with white He is slow to heal Adil Zasitstorlut likes basalt gold smoky quartz worm tooth pig tail fiber fabric bucklers querns earrings donkeys for their stubbornness and rope reeds for their precise lines When possible he prefers to consume echidna tapir cheese and dwarven rum He absolutely detests bark scorpions He has great intuition a very good sense of empathy a good intellect and a sum of patience but he has quite poor focus He is often nervous He is slow to anger He rarely feels discouraged He can handle stress He enjoys the company of others He has a fertile imagination He prefers familiar routines He is guarded in relationships with others He is disorganized He needs alcohol to get through the working day A short sturdy creature fond of drink and industry

Ducim now insists on being called Ulborb and insists that he is the Stonemurderer.
Spoiler (click to show/hide)

Ducim Limulatol has been quite content lately He has complained of hunger lately He received food recently He received water recently He is married to Urist Bronzeyawns He is the son of Udil Glovepraises and Imush Whipgorge He is a citizen of The Smooth Helm He is a member of Bodythief the Void-Wraith He is a former member of The Bridge of Squeezing He arrived at Usanstakud Nazushmesithos on the 10th of Sandstone in the year 267 He is sixty-six years old born on the 23rd of Granite in the year 202 His left upper arm is dented He is very fat His hair is straight His short sideburns are neatly combed His very long moustache is arranged in double braids His medium-length beard is braided His short hair is neatly combed His nose bridge is convex His nose is extremely narrow His somewhat high eyebrows are extremely sparse His somewhat short ears are somewhat narrow His somewhat short head is somewhat narrow His hair is dark tan His skin is brown His left upper arm bears a massive jagged scar His eyes are raw umber He is weak slow to heal and really susceptible to disease Ducim Limulatol likes puddingstone electrum tsavorite rubber wood wood and crowns When possible he prefers to consume fisher berries and dwarven ale He absolutely detests leeches He has an amazing spatial sense and good intuition but he has a little difficulty with words and poor creativity He is often nervous He often feels discouraged He is very active He is entirely averse to risk and excitement He has a fertile imagination He finds rules confining He needs alcohol to get through the working day and is starting to work slowly due to its scarcity He does not mind being outdoors at least for a time He is getting used to tragedy A short sturdy creature fond of drink and industry

Ushat Onultalin now insists on being called Lurker.
Spoiler (click to show/hide)

Ushat Onultalin has been quite content lately He was disgusted by a miasma lately He admired a completely sublime Trap lately He has been satisfied at work lately He admired a very fine tastefully arranged Statue lately He is married to Tekkud Rockcradles He is a citizen of The Smooth Helm He is a member of Bodythief the Void-Wraith He is a former member of The Colorless Rack He is a former member of The West Glaze He arrived at Usanstakud Nazushmesithos on the 11th of Slate in the year 268 He is one hundred fifteen years old born on the 1st of Granite in the year 153 He is very skinny His raw umber eyes are slightly sunken He has a deeply recessed chin His medium-length sideburns are braided His very long moustache is arranged in double braids His very long beard is arranged in double braids His hair is clean-shaven His nose is broad His somewhat narrow ears are tall His skin is brown He is quite quick to heal very rarely sick and strong but he is flimsy Ushat Onultalin likes porcelain nickel ligereye oak wood the color dark blue bins blue earplugs for their enormous fan tails leopard tails for their fierce nature and pig tails for their twisting stalks When possible he prefers to consume Longland beer He absolutely detests brown recluse spiders He has great creativity and a good kinesthetic sense but he has an iffy sense for music and quite poor focus He is slow to anger He is frequently depressed He appreciates art and natural beauty He is guarded in relationships with others He is not affected by the suffering of others He is organized He has a sense of duty He mutters under his breath when he's nervous He needs alcohol to get through the working day A short sturdy creature fond of drink and industry

Iden Koganlegon now insists on being called VoiceintheFan.
Spoiler (click to show/hide)

Iden Koganlegon has been quite content lately He was disgusted by a miasma lately He was caught in the rain recently He is the son of Asob Pleatome and Obok Figurespots He is a citizen of The Smooth Helm He is a member of Bodythief the Void-Wraith He is a former member of The Mortified Construct He arrived at Usanstakud Nazushmesithos on the 11th of Slate in the year 268 He is fifty-four years old born on the 28th of Opal in the year 214 He is fat His hair is wavy His very short sideburns are neatly combed His medium-length moustache is arranged in double braids His long beard is arranged in double braids His very long hair is arranged in double braids His nose is upturned His slightly sunken raw umber eyes are wide-set He has a broad chin His head is extraordinarily broad His brown skin is slightly wrinkled His hair is dark tan He is clumsy and slow to heal Iden Koganlegon likes calcite bismuth amethyst giant pangolin tooth pig tail fiber fabric and geese for their formation flying When possible he prefers to consume bull shark water buffalo cheese sewer brew Longland flour and blade weed seeds He absolutely detests loads He has a great kinesthetic sense and a great musical sense but he has bad intuition He is always tense and jittery He has a fertile imagination He prefers familiar routines He is organized He is self-disciplined He often does the first thing that comes to mind When he gets excited he often tells stories without any real point He needs alcohol to get through the working day A short sturdy creature fond of drink and industry

Kivish Fikodimaz now insists on being called Wlerin.
Spoiler (click to show/hide)

Kivish Fikodimaz has been quite content lately He admired a wonderful tastefully arranged Statue lately He slept in a good bedroom recently He gave somebody food lately He has complained of the crowded tables lately He received water recently He was disgusted by a miasma lately He has been satisfied at work lately He is a citizen of The Smooth Helm He is a member of Bodythief the Void-Wraith He is a former member of The Armor of Notches He arrived at Usanstakud Nazushmesithos on the 20th of Hematite in the year 267 He is one hundred fifty-two years old born on the 1st of Granite in the year 116 His very long sideburns are braided His very long moustache is arranged in double braids His very long beard is neatly combed His very long hair is braided He is average in size He has a recessed chin His nose is incredibly upturned His slightly flattened ears are extraordinarily broad His slightly thin-irised raw umber eyes are slightly sunken His somewhat short head is somewhat narrow His eyebrows are slightly low His hair is white His skin is brown He is extremely quick to fire Kivish Fikodimaz likes porcelain copper sunstone unicorn horn and shields When possible he prefers to consume moghopper and swamp whiskey He absolutely detests flies He has very good creativity and a good intellect but he has bad intuition a shortage of patience and a meager kinesthetic sense He appreciates art and natural beauty He is mostly unaware of his own emotions and rarely expresses them He is put off by authority and tradition He is candid and sincere in dealings with others He is very willing to compare himself favorably with others He chews his cheek when he's bored He tenses up when he's nervous He needs alcohol to get through the working day A short sturdy creature fond of drink and industry

Fikod Sarveshcilob now insists on being called Balthazaar.
Spoiler (click to show/hide)

Fikod Sarveshcilob has been unhappy lately He slept in a good bedroom recently He admired a fine Seat lately He talked with the spouse lately He has complained about the draft lately He has complained of the crowded tables lately He has complained of the lack of chairs lately He was disgusted by a miasma lately He has been satisfied at work lately He is married to Ezum Paperabbeu He is a citizen of The Smooth Helm He is a member of Bodythief the Void-Wraith He is a former member of The Armor of Notches He arrived at Usanstakud Nazushmesithos on the 20th of Hematite in the year 267 He is ninety-eight years old born on the 1st of Granite in the year 170 He is fat His very long sideburns are neatly combed His very long moustache is arranged in double braids His very long beard is braided His hair is clean-shaven He has a deeply recessed chin His raw umber eyes are sunken His ears are slightly flattened His skin is brown He is agile slow to fire and tough but he is weak Fikod Sarveshcilob likes claysstone bismuth onyx opal grizzly bear leather maces floodgates earrings for their loud and damselflies for their coloration When possible he prefers to consume bobcat and Longland beer He absolutely detests hamsters He has very good creativity and a good kinesthetic sense He feels strong urges and seeks short-term rewards He is assertive He loves to defy convention He does not trust others He is candid and sincere in dealings with others He doesn't like to compromise with others He needs alcohol to get through the working day He does not mind being outdoors at least for a time A short sturdy creature fond of drink and industry

Tobul Oslanmesir now insists on being called Thorkild Járnöx.
Spoiler (click to show/hide)

Tobul Oslanmesir has been quite content lately He was disgusted by a miasma lately He was caught in the rain recently He has been satisfied at work lately He is a citizen of The Smooth Helm He is a member of Bodythief the Void-Wraith He is a former member of The Avalanche of Faces He arrived at Usanstakud Nazushmesithos on the 11th of Slate in the year 268 He is seventy-five years old born on the 1st of Granite in the year 193 He is average in size His somewhat narrow raw umber eyes are sunken His very short sideburns are neatly combed His long moustache is arranged in double braids His very long beard is arranged in double braids His hair is clean-shaven His nose is upturned His ears are slightly flattened His skin is brown He is almost never sick very agile and tough Tobul Oslanmesir likes marble fine pewter demantoid war hammers figurines and cats for their aloofness When possible he prefers to consume plump helmets and Longland beer He absolutely detests jumping spiders He has a meager kinesthetic sense and very bad analytical abilities He often feels discouraged He is often cheerful He is open-minded to new ideas He is put off by authority and tradition He is trusting He finds rules confining He strives for excellence He bites his nails when he's nervous He needs alcohol to get through the working day He does not mind being outdoors at least for a time A short sturdy creature fond of drink and industry

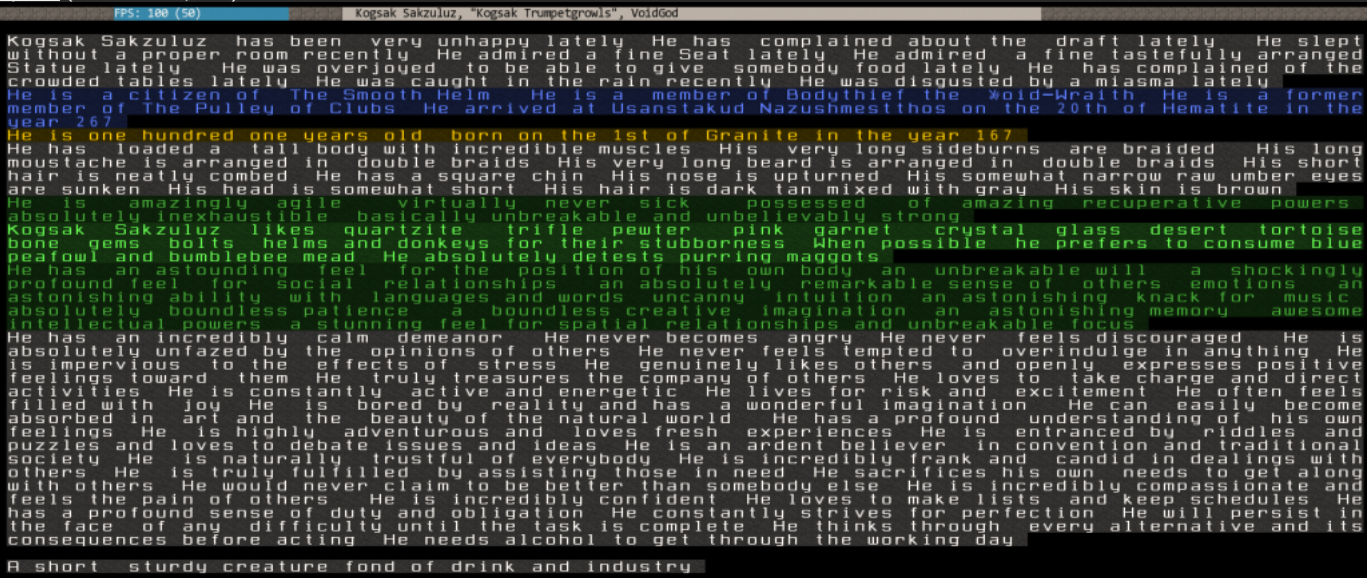
I wanted to voice my fears to Minkerrow, but he is nowhere to be found.
Tonight, I will leave this place. I'll return the mountain home and warn them to avoid this place. If I stay here, I will be next.
Murdermachines is cursed.

25 Felsite, 268, Late Spring
I cannot leave this place.
My thoughts are not my own.
I don't hear whispers, but I find myself saying and doing things without telling myself too.
I... I don't know what to do.

...Mother, help me...

26 Felsite, 268, Late Spring
This mortal is no more.

Spoiler (click to show/hide)



My brothers. I have returned.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Shaggard** on **February 23, 2014, 10:17:48 pm**

It really wouldn't be a ***dwarven*** meal if you're not choking on a wee bit-o-bile. Good taste is for elves and fluffy wamblers.

Added myself to the dorfitrizer, those eldritch biscuits ain't gonna be made by magic. Well, good magic anyhow.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AnimaRytak** on **February 23, 2014, 10:28:09 pm**

Quote from: Shaggard on February 23, 2014, 10:17:48 pm

It really wouldn't be a ***dwarven*** meal if you're not choking on a wee bit-o-bile. Good taste is for elves and fluffy wamblers.

Added myself to the dorfitrizer, those eldritch biscuits ain't gonna be made by magic. Well, good magic anyhow.

Dwarven Cuisine: because it's not a real meal unless divine intervention is required to actually survive eating the food..

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **February 24, 2014, 01:35:48 am**

Quote from: AnimaRytak on February 23, 2014, 10:28:09 pm

Quote from: Shaggard on February 23, 2014, 10:17:48 pm

It really wouldn't be a ***dwarven*** meal if you're not choking on a wee bit-o-bile. Good taste is for elves and fluffy wamblers.

Added myself to the dorfitrizer, those eldritch biscuits ain't gonna be made by magic. Well, good magic anyhow.

Dwarven Cuisine: because it's not a real meal unless divine intervention is required to actually survive eating the food..

never been more proud of deathgate...

still shame i didnt get in...the lines horrible in the void. plus my skills arent needed....yet...but when we get a dragon...by hell ill tame the beasty even if i have to have a couple of scourges to do it!!! and feed it eggroasts...dragons can stand FB extract right? should be a intresting experiment...

also...did we get a few more doomed souls sent into exile again? thats all im thinking thats comming here..the worst of the worst scum in the dwarven society...or just plain ol cast-offs.

hoping to hear more soon my-lord!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **February 24, 2014, 01:53:27 am**

Journal Entry 1-(not a dairy damn you! and why are you reading this!?!) of chaosmaker, ex-smithery now dragon tamer extrodinare!!

*Date:*this is the fracken void, time has no meaning...speaking of this..where did i get this damn parchment again?

place: the void...sigh im bored...

Alright, now im back here again...just fracken great....i think i ate something, memories a bit fuzzy...reeeaaallllyyy gotta watch on how i eat mortal souls, eh-hem (not that you can see of course), i am chaosmaker, the former master of metals and crap that us dwarves made...unfortunetly i was one of the poor sods that wasnt reconized during the frist comming of the great invasion of hell, and thus remained un-noticed by my elders. However since our banishment ive started to think, (yes i know, thinking is for overseers, not us "normal" folk) if armok sent us to battle demons, then why did he banish us in the frist place? didnt he know we would become "tainted"? didnt he as a god forsee our demise by the one-who-shall-not-be-named?
(whenever HE comes, my lord Anima, i still get the jitters and want to hide myself in the void, strangely enough im pretty good at that, ill explain latter on)-anyway continuing on- i still cant comprehend the strangeness of my fellows, though im guessing because of their experinces their USED to the chaos theyve seen, and have tried to save our recent "home" away from "HOME"...they say im crazy, well thats what happens in the void when you try to be unnoticed, with no one to really talk to you kinda go nuts...(i long suppressed the voices my own mind created...hopefully they wont go out of control again, like each damn time i take a host recently...been working on it again!).

thankfully our lord left the rest of us in the void while he took a select few into murdermachines after the demon was sent on a infiltration mission (like the void ill believe he was "dwarf-napped" by meer goblins, these voidspawn ive heard about sure, but goblins?! they must be crazier then i thought!) wait how do i know one of our number is a demon? easy:he smells of brimstone. dunno how i know, i just damn do, must be my 18 senses going to work whenever hes around...that and the dark crackling laughter he gets on whenever someone mentions the new low-caste of dwarves nowadays...(the beacon still somewhat works...) "demonslaves" their called. A amusing title for the slaves that work in our halls, at leats untill they get a new souls put in them! I truly hope i get out of here soon, i wont relish that fact im losing at least 13 of my senses and whatever power ive gained in the void, but hopefully my lord will give me the honor of training our beasts again, i so desire my favored weapon of choice, Scourges-yes i know, a weird pansy human weapon and goblin tool, but it can be so much more...just give to a dwarf and let the dwarf truly master it (after ripping his own damn skin off severl times, and of course hitting himself in the face is alwas fun! -not-) then he can become a monster on the battlefeild, unleashing terrible pain and horrific wounds and bruises to slowly give the sentence of a thousand cut death upon our foes...if only i had a troll to work on without any of their limbs...i would so enjoy my work.

And yes i was a former dungeon-master in my youth before i moved to deathgate, figured i put my past beheind me and work as a forger, we all know how that worked out...now i wait...waiting in line for my chance to PROVE myself worthy of this great legacy, one that has death, carnage, sheer madness and chaos unlike any-other, the place where blood is spilt like cheap wine in a dwarven party-room, where greatness rises and falls, where death and darkness plagues and seeps into the lands, turning them into a hellish landscape of horror and doom.

I cant wait to get out of here, i cant wait to come home again!!!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **February 24, 2014, 01:20:19 pm**

If you get an engineer soon, could I please be dwarfed?

Also, how did you save Puff?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AnimaRytak** on **February 24, 2014, 03:25:51 pm**

Quote from: Dwarf4Explosives on February 24, 2014, 01:20:19 pm

If you get an engineer soon, could I please be dwarfed?

Also, how did you save Puff?

Divine intervention.
He might still die, he's still sick with the syndrome.
He just has a better shot of living now.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **February 24, 2014, 03:44:33 pm**

I love how Murdermachines is so screwed up that we need divine intervention on a semi-regular basis.

It's true that we never really managed to complete any pointless Deathgatey megaprojects, but in the end, just keeping the thread alive under a constant stream of ambushes, raids, sieges, voidspawn, and Yuli turns has been an achievement.

Especially those voidspawn. Jeeeebus, Anima, those are evil.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **February 24, 2014, 06:28:12 pm**

Oh, there IS some order now. In that case, i'll just add myself to the dorfinator. Still have no clue whats going on.

Quote from: AnimaRytak on February 23, 2014, 10:28:09 pm

Dwarven Cuisine: because it's not a real meal unless divine intervention is required to actually survive eating the food..

Quote from: kefkakrazy on February 24, 2014, 03:44:33 pm

I love how Murdermachines is so screwed up that we need divine intervention on a semi-regular basis.

These. My sides.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **February 24, 2014, 07:23:12 pm**

We could probably have managed it, but we never had any early Overseerslords stable enough to set up the necessary infrastructure; if we did, they were too busy with the influx of murderous sock-wielding Voidspawn to do so.

Next time, we'll be prepared. The Voidspawn will fear us. We will exterminate them. We will set fire to them. We will cause them more pain than the Paindeer has endured. They will **die**.

And we will then proceed to make biscuits out of their tallow, so that's good.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Shaggard** on **February 24, 2014, 07:30:14 pm**

Quote from: kefkakrazy on February 24, 2014, 03:44:33 pm

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It's true that we never really managed to complete any pointless Deathgatey megaprojects, but in the end, just keeping the thread alive under a constant stream of ambushes, raids, sieges, voidspawn, and Yuli turns has been an achievement.

Especially those voidspawn. Jeeeebus, Anima, those are evil.

Economic projects it is, then. carve a hundred z-level deep death pit to train miners, because we're dwarves. Train up weaponsmiths by making menacing spikes for said death pit. And best yet, designate said death pit as a zone pit, so all of those that **dared** defy the might of Armok may watch their precious sky fall away from them before the stone swallows their impaled husks, and takes it's price of blood.

Perhaps make one of the pit's walls out of stylish gem windows, that a dwarf breaking his fast on eldritch syrup and elf bone waffles may have some morning entertainment.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **February 24, 2014, 07:39:01 pm**

Excellent. Should help prevent tantrum spirals by making dwarves uncaring.

...

...

...

Great, now I'm trying to traumatize fictional constructs.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AnimaRytak** on **February 24, 2014, 08:18:42 pm**

Anyone who tries to tantrum will have their will bound to the will of the Voidgod.

Just like our friend Kogsak.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **GentlemanRaptor** on **February 24, 2014, 08:34:23 pm**

Holy fucking shit its alive. I haven't checked this thread in ages! Anima, you're back! Also...looking at the save, why the fuck did Terry invite Khorne and Nurgle to crash at Murdermachines?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AnimaRytak** on **February 24, 2014, 08:35:27 pm**

Quote from: GentlemanRaptor on February 24, 2014, 08:34:23 pm

Holy fucking shit its alive. I haven't checked this thread in ages! Anima, you're back! Also...looking at the save, why the fuck did Terry invite Khorne and Nurgle to crash at Murdermachines?

Tea Party.

Edit:

No update tonight, didn't get home from work till late.

Be prepared for the next chapter:

Gnostics of the Voidgod

Urist 16:1

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **February 24, 2014, 11:39:29 pm**

Quote from: AnimaRytak on February 24, 2014, 08:35:27 pm

Quote from: GentlemanRaptor on February 24, 2014, 08:34:23 pm

Holy fucking shit its alive. I haven't checked this thread in ages! Anima, you're back! Also...looking at the save, why the fuck did Terry invite Khorne and Nurgle to crash at Murdermachines?

Tea Party.

Edit:

No update tonight, didn't get home from work till late.

Be prepared for the next chapter:

Gnostics of the Voidgod

Urist 16:1

fuck, at least birdbrain and the sadisitic/machoistic feme-dude thing didnt come by...

and Dwarf4Explosives....this is DF, anyone going on a rampage is essentially a thing of good news! it means fresh host for the void...

that and i seriously dont want to piss of the fristborn of Terry...especcailly since we laugh our asses off at the warp....

the warp essentially ties reality to a table and has suprise torture/insane shit done to it...we make that shit look like a tea-party...

and we do it EVER damn Second were in this awsome realm of fiction, death, carnage, and blood.

also who wants to vote Anima for Baron/king of murdermachines? is it possible for murdermachines to create it owns monarch?

also hows the fort? i really feel the need to know whats going on and how the map looks....have we reclaimed most of the fort and sealed off the other entrences untill such a time when we can abandon the surface? (im thinking eventually some deity will start getting upset were fucking with the "balance" or whatever and start sending elves and Humans to start screwing us over...not to mention manipulate the Spawn into driving us underground...and by the void its starting to work since the surface is a deathtrap that mordor would be GREEN with envy of...hehe...green...

also i go with the whole screw the surface and make a pit of death around the fort...kinda make it a underground tower...or even better, find a way to turn the fort into a upside-down spire pointing to hell....with the surface as the "base".....makes some sort of fucked up sense that underground would be considered "the real sky/air" to a dwarf...none of that shjitty sunshine, cold breezes, the feeling of freshcut clean grass under your boots!!!

and elves froliking in the damn woods...who knows what happend to the wood before we got our hands on it? (wood is only usefuo for the process of making soap and charcol...wish we could make beds out of stone...)

So...any plans for going full out subterranean city independent of the surface?

Or will we eventually take over hell to journey to the new world for deathgate 3...which means i suggest we start out at or near a necromancers tower and say we got summoned straight out of hell...the 5 escape with a wagon of basic supplies after a nasty fight, the others are scattered across the world (Elves...they alwasy mess something up...even when they become necromancers...) before we return to "punish" the corpse humpers and then attack hell again, and of course wage untold war against goblins, elves, and the spawn!!!

i so cant wait for this to start!!!

(and if im free ill go for overlord for a weekend, might get my turn done and typed up! might not have pictures though...)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AnimaRytak** on **February 24, 2014, 11:45:08 pm**

Quote from: ChaosMaker on February 24, 2014, 11:39:29 pm

is it possible for murdermachines to create it owns monarch?

It is, we have a Divine Mandate.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **February 25, 2014, 12:15:23 am**

awsome....

VOTE FOR THE FRISTBORN AS KING!!! THE VOID DEMANDS IT MAGGOTS!!!

also would you like a adamantine based room/temple? im sure we can find a way to make a few pits where you can amuse yourself with goblin/kolbold/human/elf slaves stuck in such pits to feed on whatever scraps you cast off to them....arifact furniture i should guess...yes...perhapes thta would be best.

after all, none of us want to be trapped in the void forever, which is why there hanst been a betrayer in Deathgate, in well, ever! after all none of us are dumb enough to piss off the one being who can send us into a nightmare that which we will never wake or escape from.

anyway from insane ramblings of a mad-dwarf that was stuck in the void to long trying to not be seen/felt/whatever in the void, would we become our own independent moutain home then? if such then we might not get mirgrants...unless we lure in a large horde of meatbags to be our slaves. (i got a idea for cast system-

Anima:Demi/true-void-divine being that we all worship and desire to please in our of mad way....so terry doesnt claim us all...like those poor bastards in deathgate 1...

Named dwarfs=nobles of the fort...

Non-named dwarfs aka:unclaimed dorf= slave population

Dorf caravan:something wwe trade with, nothing more

Humans: annoying pests that we MIGHT trade with if we feel like it

Elves: Fresh meat for the beasties.

Spawn:kill em all

Goblins:pests that must absolutly die..or be even worse slaves then before

kolbolds and any other senetinet being that attacks us:not even worth mentioning

anyway one last question, been looking at the DF development, will seiges eventually dig into our fort? if so then they can completely bypass any security we make....annoying...unless we make the fort 100 levels down filled with lava as a moat. see ya all tomorrow...hopefully lord fristborn found a way around our food crisis...damn eggroasts...makes me think we could weaponize it or give it to the elves/humans...or have the kolbolds eat it.

does puff get over his syndorm? (or does he pull a "I got better" situation)

if anything we should be calling Puff a blessed one or something, because he clearly did something worthy or being "cured" of death and most of the paralyalisis...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AnimaRytak** on **February 25, 2014, 01:17:14 am**

Voidspawn:
Import:Unholy Desecration
Export: Genocide

The sad part is, these voidspawn aren't what I intended.

My planned voidspawn were far nastier, but the civilization population mechanics were too tricky. (Hell, they barely breed as is.) And they never use proper items or skills. Honestly, Voidspawn overlords were suppose to be given four steel weapons and a full set of steel armor with the proper skills.

The battles I tested them in were so ridiculously one sided that it might be a good thing they got broke.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Shaggard** on **February 25, 2014, 02:06:59 am**

Quote from: AnimaRytak on February 25, 2014, 01:17:14 am

Voidspawn:
Import:Unholy Desecration
Export: Genocide

The sad part is, these voidspawn aren't what I intended.

My planned voidspawn were far nastier, but the civilization population mechanics were too tricky. (Hell, they barely breed as is.) And they never use proper items or skills. Honestly, Voidspawn overlords were suppose to be given four steel weapons and a full set of steel armor with the proper skills.

The battles I tested them in were so ridiculously one sided that it might be a good thing they got broke.

Clearly, Armok intervened with the process. He's the god of blood after all, not some sort of death or..."shudder" justice diety. A one sided battle would spill much less blood than what would reasonably sate his insatiable need. And while dwarven bodies lack the inherent blood supply of larger creatures, those voidspawn husks must be filled to the brim with the hallowed ichor he seeks.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **SanDiego** on **February 25, 2014, 05:07:58 am**

Who needs overpovered voidspawn, when we have eggroast?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **February 25, 2014, 09:08:01 am**

Quote from: SanDiego on February 25, 2014, 05:07:58 am

Who needs overpovered voidspawn, when we have eggroast?

Also incompetence and megalomania.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **February 25, 2014, 10:19:23 am**

Quote from: AnimaRytak on February 25, 2014, 01:17:14 am

The battles I tested them in were so ridiculously one sided that it might be a good thing they got broke.

For the newcomers to the thread, I'll point out that I ran some tests of my own with a copy of the save a long time ago, just to see what kind of insanity would come out.

A voidspawn overlord in steel was tearing apart entire squads of well-trained, armed-and-armored dwarves. With no hands or weapons. It was beautiful. He was just this ironclad torso slamming into dwarves and ripping them apart, like some kind of fanged land torpedo.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AnimaRytak** on **February 25, 2014, 02:41:20 pm**

Quote from: kefkakrazy on February 25, 2014, 10:19:23 am

Quote from: AnimaRytak on February 25, 2014, 01:17:14 am

The battles I tested them in were so ridiculously one sided that it might be a good thing they got broke.

For the newcomers to the thread, I'll point out that I ran some tests of my own with a copy of the save a long time ago, just to see what kind of insanity would come out.

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Physically, they work as intended. Insanely strong, tough, and incredibly hard to kill. Missing is the huge population, armies of thralls, and steel.

Plus the skills are wonky.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **February 25, 2014, 03:29:48 pm**

Quote from: kefkakrazy on February 25, 2014, 10:19:23 am

A voidspawn overlord in steel was tearing apart entire squads of well-trained, armed-and-armored dwarves. With no hands or weapons. It was beautiful. He was just this ironclad torso slamming into dwarves and ripping them apart, like some kind of fanged land torpedo.

"Fanged land torpedo" would make a great expletive.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **February 25, 2014, 06:17:33 pm**

"Why, that's a fanged land torpedo of a idea!"

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AnimaRytak** on **February 25, 2014, 08:38:30 pm**

So, this happened.
slade war hammer

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **February 25, 2014, 08:51:21 pm**

Quote from: AnimaRytak on February 25, 2014, 08:38:30 pm

So, this happened.
slade war hammer

This is all I can think of now that I've seen that.
Spoiler (click to show/hide)



Except that this one is also a grenade launcher, thus delivering significantly more a bit more about the same force.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Shaggard** on **February 25, 2014, 09:12:09 pm**

[Quote from: AnimaRytak on February 25, 2014, 08:38:30 pm](#)

So, this happened.
slade war hammer

It's a sign. If we cannot cut the chitin, we will damn well shatter it.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **February 25, 2014, 09:53:11 pm**

[Quote from: Shaggard on February 25, 2014, 09:12:09 pm](#)

[Quote from: AnimaRytak on February 25, 2014, 08:38:30 pm](#)

So, this happened.
slade war hammer

It's a sign. If we cannot cut the chitin, we will damn well shatter it.
That hammer will DEFINITELY shatter... if the dwarf wielding it can even hit whatever its attacking without being massacred due to slow speed.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Shaggard** on **February 25, 2014, 10:09:10 pm**

[Quote from: TheSaberTooth on February 25, 2014, 09:53:11 pm](#)

[Quote from: Shaggard on February 25, 2014, 09:12:09 pm](#)

[Quote from: AnimaRytak on February 25, 2014, 08:38:30 pm](#)

So, this happened.
slade war hammer

It's a sign. If we cannot cut the chitin, we will damn well shatter it.
That hammer will DEFINITELY shatter... if the dwarf wielding it can even hit whatever its attacking without being massacred due to slow speed.

He will train for years, mastering the armor squats and weapon lifts. His muscles will be belarded by sacks of ☼**dwarven justice**☼, and his beard will be made of iron. Our mighty glacier will come, my friend, and when he does, no force, whether of the void or hell alike, shall stand in his way.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Just Some Guy** on **February 25, 2014, 10:12:25 pm**

[Quote from: AnimaRytak on February 25, 2014, 08:38:30 pm](#)

So, this happened.
slade war hammer

...how?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AnimaRytak** on **February 25, 2014, 10:37:12 pm**

The Hammer of Murdermachines has been given to the Dwarves.
Now if I can just get the Sword of Deathgate.

You know...
That sword?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **February 25, 2014, 10:57:43 pm**

[Quote from: AnimaRytak on February 25, 2014, 10:37:12 pm](#)

The Hammer of Murdermachines has been given to the Dwarves.
Now if I can just get the Sword of Deathgate.

You know...
That sword?

You don't mean... **THAT** sword, do you? We would die!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Shaggard** on **February 25, 2014, 10:59:59 pm**

[Quote from: Lolfail0009 on February 25, 2014, 10:57:43 pm](#)

[Quote from: AnimaRytak on February 25, 2014, 10:37:12 pm](#)

The Hammer of Murdermachines has been given to the Dwarves.
Now if I can just get the Sword of Deathgate.

You know...
That sword?

You don't mean... **THAT** sword, do you? We would die!

Considering the life expectancy of your average soldier in Murdermachines, this would probably be pretty good death training. If they become legendary deathers, they'd be able to do it real quick.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AnimaRytak** on **February 25, 2014, 11:04:03 pm**

Sadly, I don't believe it is possible.
That sword was created from a randomly generated demon in Deathgate. The material doesn't exist in Murdermachines.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **February 25, 2014, 11:07:58 pm**

if were talking about IT then im all for IT!!!!

let the bodies hit the floor...roasted alive by the sentient weapon of mass destruction, forged in the depths of deathgate, made from the bodies of demons and using the ancient and most powerfull rights of death, war, and carnage possible...(not to mention a strange mood as well)...

The Red Monster Sword

the artifact so powerful and deadly, it had to be sealed away...im guessing the sword became senteint when HE came...

my Lord fristborn of the void...

the sword...

it is **Terry's**

is it possible to, ya know...maybe a bit of divine interfearence? after all Puff lived...it would be a shame if the sword didnt fall down and kill some poor sucker...(after all, the blade NEEDS death...im all for giving it to a adamantine covered along with adamantine clothed unit (put clothes under the adamantine armour...made from adamantine...or somthing fire-retardent...or just plain as hell make the dwarf immune to fire already!))

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AnimaRytak** on **February 25, 2014, 11:16:31 pm**

[Quote from: ChaosMaker on February 25, 2014, 11:07:58 pm](#)

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I mean, the material (red monster flame) doesn't exist. Closest is fire man flame.
Hypothetically, the void god has been carrying around a sword of pure fire for a while now. I dunno if it works or not since he seems to prefer the slade warhammer.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **February 25, 2014, 11:25:02 pm**

....

must see...

please?

also hypothetically, is the VG able to Kill a spawn with the hammer, even when their equipped with steel as you intended? (with the VG equipped as well, both armours exactly mastercrafted and weapons as well)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **February 26, 2014, 01:11:19 am**

Quote from: AnimaRytak on February 25, 2014, 11:16:31 pm
...
I dunno if it works or not since he seems to prefer the slade warhammer.

I doubt even the VoidGod would be able to wield the hammer at the speed he would wield, say, a steel one. Unless his strength is OFF THE CHARTS.
Then again, my view of weapon weight my be totally off and i'm making myself look like a ~~idiot~~Urist.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AnimaRytak** on **February 26, 2014, 01:12:51 am**

Uh...
The VoidGod bashes The Goblin Axeman in the head with his (øslade war hammerø), bruising the muscle, jamming the skull through the brain and tearing the brain!
The (øslade war hammerø) has lodged firmly in the wound!
The VoidGod bashes The Goblin Pikeman in the head with his (øslade war hammerø), bruising the muscle and tearing the upper spine's nervous tissue through the ({giant cave spider silk hood})!
The VoidGod stands up.
The VoidGod punches The Goblin Pikeman in the lower front teeth with his right hand and the severed part sails off in an arc!
The VoidGod punches The Goblin Pikeman in the left hand with his left hand, shattering the bone through the ({echidna man leather left glove})!
The Goblin Pikeman has become enraged!
The VoidGod bashes The Goblin Pikeman in the left upper leg with his (øslade war hammerø), chipping the bone through the ({troll fur cloak})!
The VoidGod bites The Goblin Pikeman in the left hand, shattering the bone through the ({echidna man leather left glove})!
The VoidGod latches on firmly!
The VoidGod shakes The Goblin Pikeman around by e left hand and th severed part sails off in an arc!
The left hand is ripped away and remains in The VoidGod's grip!
The VoidGod strikes The Goblin Pikeman in the thumb right hand with the pommel of his (øadamantine battle axeø), tearing apart the skin and bruising the muscle through the ({echidna man leather right glove})!
The VoidGod bashes The Goblin Pikeman in the head with his (øslade war hammerø), bruising the muscle, jamming the skull through the brain and tearing the brain!
The Goblin Pikeman has been knocked unconscious!

Guys, i think he's stronger than before.
Like, a LOT stronger.

I don't think he ripped off limbs before.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **February 26, 2014, 01:46:28 am**

Quote from: AnimaRytak on February 26, 2014, 01:12:51 am
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Are you **ssssscared**, Overlord?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **February 26, 2014, 01:59:21 am**

Quote from: Lolfail0009 on February 26, 2014, 01:46:28 am
Quote from: AnimaRytak on February 26, 2014, 01:12:51 am
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Are you *ssssscared*, Overlord?

Are you *ssssscared*, mortal?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **February 26, 2014, 02:02:31 am**

Quote from: Terry, Twisted Darkness on February 26, 2014, 01:59:21 am

Quote from: Lolfail0009 on February 26, 2014, 01:46:28 am

Are you *ssssscared*, Overlord?

Are you *ssssscared*, mortal?

Yes. Someone kindly file this under "Times when I wish I wasn't checking Updated Topics."

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Shaggard** on **February 26, 2014, 02:05:11 am**

Quote from: AnimaRytak on February 26, 2014, 01:12:51 am

Uh...
The VoidGod bashes The Goblin Axeman in the head with his (øslade war hammerø), bruising the muscle, jamming the skull through the brain and tearing the brain!
The (øslade war hammerø) has lodged firmly in the wound!
The VoidGod bashes The Goblin Pikeman in the head with his (øslade war hammerø), bruising the muscle and tearing the upper spine's nervous tissue through the ({giant cave spider silk hood})!
The VoidGod stands up.
The VoidGod punches The Goblin Pikeman in the lower front teeth with his right hand and the severed part sails off in an arc!
The VoidGod punches The Goblin Pikeman in the left hand with his left hand, shattering the bone through the ({echidna man leather left glove})!
The Goblin Pikeman has become enraged!
The VoidGod bashes The Goblin Pikeman in the left upper leg with his (øslade war hammerø), chipping the bone through the ({troll fur cloak})!
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The Goblin Pikeman has been knocked unconscious!

Guys, I think he's stronger than before.
Like, a LOT stronger.

I don't think he ripped off limbs before.

I feel the more impressive part of this report is that you shattered his hand by biting it. Not broke, not chipped, shattered. That's pretty metal, even for Dwarf Fortress.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **peregarrett** on **February 26, 2014, 03:29:42 am**

So, the Void God now wields adamantine axe in one hand and a slade hammer in another? That's.... Yin-Yang of Dwarf Fortress!!!

Also, how you made it? With dfhack:changeitem, I guess?

For bonus points, let someone encrust them with voidspawn bone.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **February 26, 2014, 04:16:48 am**

Tajitu Fortress?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **February 26, 2014, 02:14:23 pm**

Quote from: Shaggard on February 26, 2014, 02:05:11 am

I feel the more impressive part of this report is that you shattered his hand by biting it. Not broke, not chipped, shattered. That's pretty metal, even for Dwarf Fortress.

Biting is kind of OP for some reason. I'm not quite sure why, perhaps because of the contact area involved or something treating teeth as a very sharp weapon?

I've seen dwarves bite through stone-bodied Titans before, so, yeah. Had a rookie bite a giant stone bug titan's head off.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **February 26, 2014, 02:19:33 pm**

Quote from: peregarrett on February 26, 2014, 03:29:42 am

So, the Void God now wields adamantine axe in one hand and a slade hammer in another? That's.... Yin-Yang of Dwarf Fortress!!!

Also, how you made it? With dfhack:changeitem, I guess?

For bonus points, let someone encrust them with voidspawn bone.

Isn't there a exploit which allows you to mine Slade? (http://www.bay12forums.com/smf/index.php?topic=108189.0)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **February 26, 2014, 02:23:39 pm**

Quote from: AnimaRytak on February 26, 2014, 01:12:51 am

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The Goblin Pikeman has been knocked unconscious!

Guys, I think he's stronger than before.
Like, a LOT stronger.

I don't think he ripped off limbs before.

I retract ny earlier statement. The Void God has NO problem using that hammer. As a matter of fact, hes DUAL WIELDING an axe and the hammer. :o

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AnimaRytak** on **February 26, 2014, 03:10:38 pm**

Quote from: Terry, Twisted Darkness on February 26, 2014, 01:59:21 am

Are you *ssssscared*, mortal?

The fact this guy registered just hours before the forums derped is nothing short of horrifying.

Terry has escaped.

Quote from: AnimaRytak on February 26, 2014, 03:10:38 pm

Quote from: Terry, Twisted Darkness on February 26, 2014, 01:59:21 am

Are you ssssscared, mortal?

The fact this guy registered just hours before the forums derped is nothing short of horrifying.

Terry has escaped.

Someone get the lads from SCP on the line, stat. We've got a containment breach of massive proportions. Potential Keter.

I find myself reminded of the Madness Combat series. Specifically, Madness Combat 5.

REALITY COMPROMISED

THE CLOWN HAS BEEN ENGAGED

Spoiler (click to show/hide)

Item: SCP-Terry

Object Class: Keter

Special Containment Procedures: Unknown. All attempts at containing SCP-Terry have failed. Containment has been consistently breached within 17.4 seconds.

Description: SCP-Terry has been known to manifest itself as a blond male on roller skates and "short-shorts". However, he can choose to appear different to every individual observing him, even simultaneously,

Addendum: SCP-Terry originally originated from the Dwarf Fortress succession game, "Deathgate" as the personification of save game corruption. This lead to a point where the game could not continue past a specific point. Soon after, the forum that hosted the game was stricken by code errors and outages. Eventually this culminated in an unknown account being registered in Terry's name.

The IP address indicated the account was being accessed from the server itself.

Quote from: AnimaRytak on February 26, 2014, 03:39:08 pm

Spoiler (click to show/hide)

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This only scratches the surface...

...Keter?

I don't really follow SCP lore...

Quote from: AnimaRytak on February 26, 2014, 03:39:08 pm

Spoiler (click to show/hide)

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This pleases me.

The Void Gnostics

Urist 16

1. On the first day of summer, the Firstborn, Lord of the Void, decended unto the mortal realm once more. And he came to take the body of Kogsak Sakzulus. He made himself known to his people of the Fortress of Murdermachines.

2. From his follows came song of praise and worship that was heard by all the men and beasts of the realm.

3. And so he spoketh unto his people, "My name is AnimaRytak, Firstborn of Terry, Prime Disciple of He Who Dwells Within the Void. Through I there is salvation for those that would worship my name and follow the blessed word."

4. And the Lord spoke, "Minkerrow has returned unto the void. But fear not, for life is not unbreaking for the faithful. The chosen shall live again and without ending for eternity."

5. And the praise and worship was again heard by the men and beast of the realm.

6. "I shall lift thee up amongst thy mortals. And you shall liveth like a lion amongst a flock. Those who desireth life unending must follow my laws."

7. "The unfaithful, the unclean, the unworthy; all must be cast forth from the gaze of ye Lord."

8. "Thou shalt not live amongst the goblins, nor trolls, nor kobolds, nor voidspawn. Nor shall the faithful endure their existence."

9. "Thou shalt not consort with any elves other than Cacame."

10. And thou shalt only consort with clean humans. Do not stand with those who are mishappen, or blind, or lame.

11. "Now harkon my followers, be faithful to my commandments and cleanse this Holy Land in the name of thine Lord."

12. And so went forth the masses, lead by their Lord. He gripped a warhammer of slade in his left hand and a great battleaxe of adamantine in his right. Unto his enemies he brought great suffering, and his armies great sorrow.

13. With his great strength, the Firstborn fells dozens of enemies. When he laid hands upon an enemies limbs, they were claimed by him.

The VoidGod bashes The Goblin Axeman in the head with his (øslade war hammerø), bruising the muscle, jamming the skull through the brain and tearing the brain!
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The Goblin Pikeman has been knocked unconscious!

14. From the battles, the great NCommander was injured, and thus loses his arm beneath his left shoulder. And Wlerin lost his right hand. And Ulborb is stabbed in the foot.

15. The Firstborn laid hands upon his injured followers, and their injuries became that of the flesh.
16. And the next day Wlerin rose from his bed and went unto the fortress. NCommander and Ulborb languished in their beds, despite the Firstborns blessing.
17. And hence, the Goblins and Trolls were removed from Murdermachines, and all was well in the kingdom of the Void.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **February 26, 2014, 10:30:29 pm**

And thus we return unto our shadow-gilded throne.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **February 26, 2014, 11:03:58 pm**

He's just... he's just ripping arms off. Casually. Like it ain't no thang.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Shaggard** on **February 26, 2014, 11:15:17 pm**

Realistically, the Voidgod's invulnerability should more than make up for a lack of solid armor. Get some broody tanners trained up, terrify the enemies of the great lord by having our champion wear a full suit of artifact dwarf leather. If they're not too busy soiling the ground with the emptying of entrails, their hypothetical tails will be between their dismembered legs in a wink.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **February 26, 2014, 11:20:56 pm**

Quote from: kefkakrazy on February 26, 2014, 11:03:58 pm
He's just... he's just ripping arms off. Casually. Like it ain't no thang.

Dual-wielding weapons that differ? That's fine.
One of those weapons is made of fucking SLADE?? That's fine.

Removal of limbs? WATAFAK IS HAPPENING CALL 000 WE HAVE AN EMERGENCY

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **February 26, 2014, 11:44:38 pm**

fellas....i consign myself to the void...

may he not trap me forever in a abyss of pain and suffering...

also this scares me more then Vg on a rampage...

Quote from: Terry, Twisted Darkness on February 26, 2014, 10:02:34 pm

Quote from: AnimaRytak on February 26, 2014, 03:39:08 pm

Spoiler (click to show/hide)
Item: SCP-Terry

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This pleases me.

can i have my dragon please? i need somthing to cower beheind and pray that he doesnt cast his most melevolent gaze upon me...

also the only thing worse than a slade Hammer and a aadamantine battleaxe would be for the axe to be made of adamantine adborned with demon flame and the axe to a atom crusher itself.

but then HE might show again...i dont want to spend eternity in the void...not when i filled my last hosts lungs with the decay of the air, the ash in the wind, feeling the blood soaked ground beneath my feet...the screams echoing within my ears...and the sight that would be the envy of any dark lords hold...Murdermachines...

plus now that HE is now in the forums i think we need to be extermly carefull of Offending His Most Deadly FPS Death/Save Canceling/Life cancel/Undeath Canceling powers...

im starting to think were creating a whole new religion here on deathgate...someone inform the creator of the gods that a new member (more powerful then even Armok) has risen...

also lets hope HE doesnt overlord the fort next...i really dont want to be there when he shows up. but knowing my luck...Terry might start being an overseer just for the laughs as he casts his most melevolent gaze upon us for amusement (both in blessings and in curses...mostly curses me thinks for the laughs...and unexplainable host Deaths!)

seriously though, ive been gone for a day maybe and look what happens...also who opened the save file that Let Him be Unleashed!?! cause im certain as hell thought he would be tormenting those poor bastards back at deathgate 1 for the lolz...unless...

dorfs....

hes come to finish the job

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **February 27, 2014, 12:06:36 am**

Quote from: Lolfail0009 on February 26, 2014, 11:20:56 pm

Quote from: kefkakrazy on February 26, 2014, 11:03:58 pm

He's just... he's just ripping arms off. Casually. Like it ain't no thang.

Dual-wielding weapons that differ? That's fine.
One of those weapons is made of fucking SLADE?? That's fine.

Removal of limbs? WATAFAK IS HAPPENING CALL 000 WE HAVE AN EMERGENCY

He BIT off the limbs, which is badass. The VoidGod must have made of adamantine or something.

On another note, who votes putting the VG in Space Marine Terminator armor?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **SanDiego** on **February 27, 2014, 07:59:23 am**

Wait, guys... This is His second coming right? You know what that means:



Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **February 27, 2014, 11:53:25 am**

What if I happen to believe that the first and third comings of the Voidgod were Ambassador (Of The Void) and EGGUANA?

Also, was the Slay'dhammer made via DFHack or the proper, Deathgate way of giving moody dwarves access to impossible materials? If the first, shame on you, The Voidgod doesn't need it to turn stuff into small, mushy heaps of flesh. If the second, yay, we pulled another flamesword. What was the flamesword o' doom called?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Grombardrim** on **February 27, 2014, 12:42:03 pm**

I think it was simply The Red Monster Sword. It didn't need any other descriptions, for there was no other.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **February 27, 2014, 03:45:11 pm**

Quote from: Grombardrim on February 27, 2014, 12:42:03 pm

I think it was simply The Red Monster Sword. It didn't need any other descriptions, for there was no other.

It simply is. *holy music*

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Just Some Guy** on **February 27, 2014, 06:19:01 pm**

You do realize that once the Void God kicks the bucket again, we're screwed?

Did we even have a militia last time? I mean, the Void God had the killing power of five elite squads. All we had to do was to point him in the right direction and he'd reduce whatever enemy he found into a bloody paste. We depended on him too much; once he was gone, we didn't stand a chance.

Use the Void God only as long as we lack any militia of use; once we have obtained a regular army, dispose of him as you see fit.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **February 27, 2014, 07:13:11 pm**

Or we keep him as the emergency failsafe and demonstrate that, no matter how bad a bunch of madmen can screw things up, a bunch of people making rational decisions with the intention to be insane can do so much more.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Shaggard** on **February 27, 2014, 07:13:59 pm**

Quote from: Just Some Guy on February 27, 2014, 06:19:01 pm

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Setting up a regular army ain't that difficult, if a slight investment. Just got to scroll through available dwarves for their physical traits, find those most useful to the military as a whole, and put them into training squads with defined equip weapons. Get a solid cap, leggings, mail, gauntlets, and low boots along with a wooden shield, and their stats'll rise real quick. Armor user and shield user'll be the most prevalent for survival, dodging's more of a consequence. Easier when you have experienced war dwarves, as their sparring goes 80+ pages of the taps.

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: AnimaRytak on February 27, 2014, 07:21:43 pm

I'll start training a proper military soon. Once we have a solid military, the void god will become the monarch and retire from murder-pasting.

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: ChaosMaker on February 27, 2014, 10:32:39 pm

bullshit...

the void-god makes khornes bloodlust looks like a teenage drama thing.

Quote from: Shaggard on February 27, 2014, 07:13:59 pm

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you frogot greaves and a breastplate. and have it replace their clothing.

also Anima, if we have excess useless metal (iron or copper) i suggest making metal-clothing. would be intresting to have everyone in copper clothes, would think it wont wear out as fast and the fact its a redish metal means that storywise they wont freak out so much with blood covering them. unless their soaked in it like VG every other day before his Rum break.

also anyone say we put VG in a danger room with wooden (training) spears and see if we can get his recuperation up to notch so he wont spend as much time in the Death-Room of Horrors now that Mad Fools back?

considering the metal storage do we even have metal armour? if not then dig deep, make the fort even deeper then ever, and abandoen the old parts of the fort and seal them right up. shame we cant flood it with lava and cool it so we can strip-mine for obsidean and make a monolith for a beacon. ya know just mak our place a little more permanent...

anyone thinking an Aztec pyramind style building filled with traps that would make the old Death-bridge of deathgate look like a pansy when we have the Dorf-power for it?

and finally i so aggre with Dwarf4explosives...its what im planning to do when i get back to my computer.

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: Shaggard on February 27, 2014, 11:26:48 pm

Quote from: ChaosMaker on February 27, 2014, 10:32:39 pm

bullshit...

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Quote from: Shaggard on February 27, 2014, 07:13:59 pm

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and finally i so aggre with Dwarf4explosives...its what im planning to do when i get back to my computer.

Nah, greaves and a breastplate will making them unwilling, butcherable masses of foil wrapped flesh sacks. Gotta raise their strength and armor user before you can give'm the heavy.

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: Dwarf4Explosives on February 28, 2014, 05:31:26 pm

+1 to the Voidgod Dangerroom Plan. Really, it's probably the wooden spears that are in danger here.

Also, for a moment there I thought you said "mental storage". Calling Murdermachines a storage place for mental cases would be a rather accurate statement, by all accounts.

Making a pyramid-design entrance would be nice, especially if we could implement some science testing to see if fluids go through a bridge encased in obsidian. If not, we can just put one of those (invaders path through them) as the invaders' entrance (leaving another, close-able entrance nearby for use by migrants and such) and set lava to stream down the sides of the pyramid. Instant massacre. If they do, we can set up a system to draw extra power from the falling lava.

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: ChaosMaker on February 28, 2014, 10:33:01 pm

Quote from: Dwarf4Explosives on February 28, 2014, 05:31:26 pm

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Making a pyramid-design entrance would be nice, especially if we could implement some science testing to see if fluids go through a bridge encased in obsidian. If not, we can just put one of those (invaders path through them) as the invaders' entrance (leaving another, close-able entrance nearby for use by migrants and such) and set lava to stream down the sides of the pyramid. Instant massacre. If they do, we can set up a system to draw extra power from the falling lava.

i agree with you on the mental storage thing...pretty damn accurate if you take whats happened to this place, alongwith the deathgate series. and the pyramid design would allow us to make a impressive defensive stucture. Not to mention the lava or water would make things look awsome! (bonus if it pushes invaders down the sides and forces them to use the invader entrence you described...)

also the obsidian would no doubt please the the fristborn in its design. plus pyramids are cool. why do you think the ancients used them?!? its a symbol of ultimate power that we can waste resources in a definsive and somewhat astehetic project that may or may not kill our fort whilke were at it! and if it does the magic of the divine intervention powers could...time-travel...(considering were having miracles happen damn right daily in the fort!)...at least untill deathgate 3 opens up!

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: Dwarf4Explosives on March 01, 2014, 02:22:11 pm

Mostly, what's useful about them is how solid they are, which, in a game where island-sized structures can be held up by a single piece of floor, doesn't matter too much.

What do you mean with "force through the invader entrance"? They're already trying to path to the invader entrance. All we have to do is make an overly complicated and long path to the fortress that's at least 3x3 to allow wagons through and we have the "proper" entrance. I still have no idea on how to force migrants to take that path instead of the other, which, if migrants arrive during a siege, will be a serious problem.

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: ChaosMaker on March 01, 2014, 09:34:56 pm

if they dont make it not our problem...as long as the hosts continue to breed then well be fine...long term investment-wise anyway...

still im guessing that single floor tile is the equivelent of tempered slade if it can hold a island size thing in the air. but the tension allows it to be easily cut away with a pickaxe.

other then that looking forward to seeing an update on the forts situation.

thats if we havent already died again.

in which case....

either pick a new spot because we wont be burrowing anytime soon...or ~~just build on the surface~~ wait to die.

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: AnimaRytak on March 02, 2014, 08:08:59 pm

Unknown Journal from Murdermachines
9th Malachite, Mid-Summer

The Voidgod's return has lead the extermination of the trolls and goblins that inhabte the fortress. Foul beasts still stalk the caverns, this we all know, but the fortress itself is free of the filth.

The militia, has they are aptly called, have been exploring the uncharted tunnels that were lost in one of our many exodus from this land. In one of the first tunnels, two trolls were found along with a dwarven skeleton. In some of the other lost regions, we've uncovered catacombs that our home to our honored dead.

The first battle between the troll and the poorly trained militia goes poorly until the Voidgod intervenes. A hammer that none of us can even lift is swung so quickly that it becomes a blur. The clincher, however, is his fist. He strikes a blow so hard that the troll is knocked unconscious.

war hammerø), bruising the muscle and bruising the middle spine's nervous tissue through the (large troll fur cloak)!
The VoidGod bashes The Troll Suture in the right upper arm with his (øslade war hammerø), jamming the bone through the ight shoulder's muscle and chipping the right shoulder's bone!
The VoidGod bashes The Troll Suture in the lower body with his (øslade war hammerø), bruising the muscle and bruising the guts through the (large troll fur cloak)!
The Troll Suture looks sick!
The VoidGod bashes The Troll Suture in the head with his (øslade war hammerø), bruising the muscle and tearing the upper spine's nervous tissue through the (large giant cave spider silk hood)!
The VoidGod bashes The Troll Suture in the lower body with his (øslade war hammerø), bruising the muscle and bruising the left kidney through the (large troll fur cloak)!
The VoidGod bashes The Troll Suture in the right hand with his (øslade war hammerø), jamming the bone through the right wrist's muscle and fracturing the right wrist's bone!
The Troll Suture misses The VoidGod!
The VoidGod bashes The Troll Suture in the left upper leg with his (øslade war hammerø), jamming the bone through the eft hip's muscle and fracturing the left hip's bone!
The VoidGod bashes The Troll Suture in the right lower arm with h (øslade war hammerø), chipping the bone through the (large t ll fur cloak)!
The VoidGod bashes The Troll Suture in the left lower leg with his (øslade war hammerø), fracturing the bone through the (l ge troll fur robe)!
The VoidGod bashes The Troll Suture in the uppe body w h his (øslade war hammerø), bruising the muscle and bruising the right lung through the (large troll fur cloak)!
The Troll Suture is having more trouble breathing!
The VoidGod bashes The Troll Suture in the right upper arm with his (øslade war hammerø), jamming the bone through the right shoulder's muscle and fracturing the right shoulder's bone!
The VoidGod bashes The Troll Suture in the left tusk with his (øslade war hammerø), fractu ng it through the (large troll fur cloak)!
The VoidGod punches The Troll Suture in the right upper arm with his right hand, fracturing the bone through the (large troll fur cloak)!
The VoidGod stands up.

There is no mercy from our Lord. He is not a deity of love or compassion. Only extermination. He is a true Dwarven god.

The rest of the militia isn't so grand. Prosnorkus is slaughtered by a single goblin swordsman in mere seconds. Two other daemonslaves are cut down as well.

22nd Malachite, Mid-Summer

We rediscovered an old arena deep below the earth.



Like every other part of the underfortress, the place is teeming with goblins and trolls. Krosan falls in the battle for the arena.

In just a few short days, our militia has been cut in half.

On the positive side, many of our ghosts have been entombed and put to rest.

2nd Galena, Late Summer

Eight fresh migrants arrived. Half of them are drafted into the military and sent to the training room. I do not know if we have the steel to equip them with, but we require their arms non the less. The corpse stockpile has been enlarged and the order has come down to collect all of our fallen. I fear this is a fools task, as the dead are too numerous to count.

In other news, a potter has been taken by a fey mood and has claimed a craftdwarfs station. After several days, his work leaves us in awe.

Catten Konoslogem, Potter has created Kerligilir Nebelshan, a voidspawn bone leggings!

Catten Konoslogem, Potter has created Kerligilir Nebelshan, a voidspawn bone leggings!

As it turns out, the dwarf was taken by AseaHaru, and our fellow dwarf's newfound talents have been put to work in creating bone bolts.

26th Galena, Late Summer

An ambush occurs on the surface. The VoidGod arrives in short order. His fury is unrestrained. Skulls are crushed with his bare hands, limbs are shattered with his great slade hammer, and goblins are kicked apart.

28th Galena, Late Summer

We had feared the Mad Fool had died. We received a report stating "The Mad Fool has" However he seems fine. Although he's been standing around doing nothing for some time.

In other news, the training room is finished. Improper armor has lead to many bruises and bloody scrapes. A quick inspection shows we have are sorely lacking in greaves. I've ordered our armorers to remedy this situation immediately.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 02, 2014, 11:50:26 pm**

yes an update!!

thank god anima is on our side...

the slade warhammer is awesome...im thinking this happened:

VG swings hammer thinking boredly about what deities think when their bored.

troll gets ass kicked and then starts to look sick

Vg-"oh me no..."

vg has punched the troll and knocked it uncouncious

VG-walks away after killing the troll in a epic godly fashion

thankfull the arena has been found.

usggest the capture and torment of goblinbs my-lord, it may be undwarvenly to capture prey in cage traps then to slaughter them all, but the added bonous is to grab their equipment, (save for things to large or small for dwarves to use, those can be sold!) but also cannon fodder for our dwarves to practice their craft on....and eventually when theyve reached a 100 sentient kills (or just go into plain doesnt care anymore due to killing so damn much) we can have a millitary of uber dwarves...and then send them against hell clad in either full plate of steel or adamantine.

the VG...hes clad in Slade Armour...or something akin to that! (also whats the effectivness of voidspawn bones as armour? i truly wish we could have a slade suit of armour for VG to alwasy wear, that would mean he would be impervious to almost all damage...also i suggest we toughen up VGs body to be able to handle healing quantities faster, now this may seem heresy for us but having vg slightly hurt each time would make his recuperation abilities go allot faster, also seeing with recuperation going up would be able to go through fire-immunity plan, thus making our lords avatar of doom all the more effective...especally against magma based creatures that use fire! not to mention getting kills against beings of fire!...wish we had the red monster sword, that would be awsome to give to him!)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **March 03, 2014, 12:51:23 am**

Too bad we can't clad him in magma. Aren't artifacts weapon-proof?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 03, 2014, 01:30:01 am**

WE SHALL FIND A WAY!!!! 8)

as dwarves this shall become a top priority! be the frist group to naturally use magma as armour!!! (no modding whatsoever..just find a way for anima to be so awsome the magma covers his body and doesnt effect him...and then when goblins attack him they get covere din magma and burn away from the awsomeess!!!)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 03, 2014, 01:44:54 am**

Quote from: Dwarf4Explosives on March 03, 2014, 12:51:23 am

Aren't artifacts weapon-proof?

yes, in headshoots (from what i understand) their god-like avatar of destruction was able to weild a handbag and decimate sieges alone...clad in a artifact adamantine breastplate thats so covered in blood and gore its permanently stained the colors...not to mention SHE was increbile insane and powerful.

lets put it this way, the adamantine armour was so good she was essentially the VG of their world.

the legacy of HER spawn plaueged many a sequel of those series....

lets just say that if she and VG fought, i wont know who wins (if that bitch used her real weapon instead of a silk bag! which i think either was a adamantine sword or spear...not sure which!)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **March 03, 2014, 06:33:47 am**

Quote from: ChaosMaker on March 03, 2014, 01:44:54 am

Quote from: Dwarf4Explosives on March 03, 2014, 12:51:23 am

Aren't artifacts weapon-proof?

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the legacy of HER spawn plaueged many a sequel of those series....

lets just say that if she and VG fought, i wont know who wins (if that bitch used her real weapon instead of a silk bag! which i think either was a adamantine sword or spear...not sure which!)

Bear in mind that Headshoots was on the old wound system. Toady *completely* rewrote the damage and wounding system between then and now, and Dwarf Fortress became ***way the fuck*** more lethal as a result.

Also,

Quote

I do not know if we have the steel to equip them with, but we require their arms non the less.

I'm sure you can scrounge together a few suits of steel... FROM THE SURFACE! There's literally enough gear up there to equip four armies, if I remember correctly, though plenty isn't sized for dwarf.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 03, 2014, 06:45:28 am**

Quote from: kefkakrazy on March 03, 2014, 06:33:47 am

Toady *completely* rewrote the damage and wounding system between then and now, and Dwarf Fortress became ***way the fuck*** more lethal as a result.

Sig'd

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 03, 2014, 07:14:04 am**

when hasnt dwarf fortress been completly fucked up beyond all beleif or commenly known as FUBAR, with its own damn department managing all the other 100 departments dedicated to keeping tally of the shit that goes down, and thats division A!!!

still the gathering from the surface should wait untill we get rid of all goblin and troll menaces...and then utilize the entire fort/optimie the fort efficently ~~like that will ever happen~~. plus untill we get uber dwarves i think we should avoid caverns...untill we can wall ourselves inside the caverns (the map edges, at least 5 tiles back...and multilevel walls untill it reaches the top of the caverns from the bottoms depths, and turn them into a massive oversized farming industry/tree harvesting/animal raising grounds!!)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 03, 2014, 09:32:05 am**

Please friend. I want in on the ***!!!MADNESS!!***

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **March 03, 2014, 11:23:17 am**

Quote from: ChaosMaker on March 03, 2014, 01:44:54 am

yes, in headshoots (from what i understand) their god-like avatar of destruction was able to weild a handbag and decimate sieges alone...clad in a artifact adamantine breastplate thats so covered in blood and gore its permanently stained the colors...not to mention SHE was increbile insane and powerful.

Now that I have a bit more time to get wordy.

First off, I'm pretty sure it was a backpack. Could be wrong, but I believe.

Second, it used the old skill+stat progression system. Gaining any kind of skills improved a dwarf's strength, toughness, and agility, so dwarves with extremely high skills also had godlike stats to go with them. HolisticDetective didn't have god-tier weapon skills since she spent most of her time wielding her backpack (another old bug that I believe went away with the new military systems), but the other superchampion at least was a blademaster several dozen times over and had VG-tier physical stats as a result.

Third, the wounding system was much, much more abstract back then. Stories like someone throwing a fluffy wambler and critting a bronze colossus's head off happened because critical hits did silly stuff back then. A single bolt could hit you and obliterate every organ in your body. But if something didn't crit and actually damage you it basically didn't do anything if you had armor. Between the new stat system no longer giving high-skill dwarves Wolverine-level endurance and the new wounding system making hits more dangerous, the chances of any dwarf doing the kind of stuff that the Headshoots champions did much, much lower. (The VG, in either incarnation, would probably be turned into cat chow in a straight fight with HolisticDetective.)

Fourth, damage systems were rewritten as well. Toady coded a system that takes into account concepts like the weapon's hardness, how well it makes a blade, and its density; this is why a silver shortsword is worthless and a silver warhammer will cave in a dragon's skull, because silver makes a horrible edge but is really ninjaflippin' heavy, and candy makes a terrific blade (because it's super sharp) but a horrible mace (because it's about as heavy as styrofoam). In theory, improvised weapons like HD's backpack would be fairly weak under the new system.

Times change, I suppose. One could mourn the loss of Headshoots-style demigod champions or Boatmurdered-style elephant hordes and world-destroying magma cannons.

(On the other hand, times do change for the better, too, because you couldn't build minecart railguns in Headshoots, either.)

So, my suggestion for a mega project: Would a "train moat" work? Set up a track enabling us to send minecarts onto a circular track that goes around the Murdermachines walls and rig booster track to it in places, using either a BATTERY device or a windmill farm to power it. Add minecarts to it so that they can circle it eternally, perhaps loaded with stones or giant buzzsaw blades. Hmm.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AnimaRytak** on **March 03, 2014, 12:59:30 pm**

For the record, VGs physical stats are over 7500. Once his armor is finished, he'll be nigh unbreakable.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **March 03, 2014, 01:11:53 pm**

Quote from: AnimaRytak on March 03, 2014, 12:59:30 pm

For the record, VGs physical stats are over 7500. Once his armor is finished, he'll be nigh unbreakable.

Sub-9000? What are we going to do when the Saiyans arrive?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **March 03, 2014, 01:18:49 pm**

Wait...why in the *Hellbunker* did you make him sub-perfect (9000 is the max, I believe)? Did you at least melt his fat off of his body?

Oh, and yes, kefka, it can work. I suggested a small version for a fort's entrance, but it was shot down for being overpowered ???.

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: ChaosMaker on March 03, 2014, 01:40:53 pm

Quote from: Dwarf4Explosives on March 03, 2014, 01:18:49 pm
Wait...why in the *Hellbunker* did you make him sub-perfect (9000 is the max, I believe)? Did you at least melt his fat off of his body?

Oh, and yes, kefka, it can work. I suggested a small version for a fort's entrance, but it was shot down for being overpowered ???.

for one i think for lolz, also how do you do that? modding the files?

and two, i suggest we make several for murdermachines entrences...and then watch as the elves get MURDERED in the front gates.

also i suggest we send VG into a recuperation period while he trains up our millitary...*and only comes out in the event of a seige or voidspawn!*

also load em up with steel saw blades, can coins do damage in this if their launched from the minecarts?

because im imagining minecarts going around rapidly using windmill-power and a mini battery to power them, and the minecarts loaded with steel coins, when they ram into somthing the coins will either weigh the cart down enough to cause it to squish something, or be sent pelting their faces over 1000+ times, out of those thousand some might do yellow injuries, out of those few some might do orange or even grey...and out of the very few some red injuries to boot!

finally i still go with the suggestion to breed dragon megabeasts to help invade hell!

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: AnimaRytak on March 03, 2014, 03:27:39 pm

He's already capable of pulverizing goblin flesh brains into Chunky Goblin Salsa. If I made him any stronger, he'd make the ocean's red with blood.

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: ChaosMaker on March 03, 2014, 03:47:33 pm

Quote from: AnimaRytak on March 03, 2014, 03:27:39 pm
He's already capable of pulverizing goblin flesh brains into Chunky Goblin Salsa. If I made him any stronger, he'd make the ocean's red with blood.

so?

more dwarvness for us! dwarvenbonus if he doesnt care anymore and becomes a blood-knight! extra bonus if he can one-shot a steel collassos with his bare fists while hes in adamantine armour (full-plate, as well as light armour underneath!).

whats his skills/stuff like though? his stats? (strength, endurance, agility, recuperation, ect. ect.)

also will he be leading the Murder-squad of super dwarves dedicated to fighting the circus? (and the spawn)

also an idea...anyone think the hollisticspawn would be a good idea to incorporate into our story ind eathgate 3? we can have them rivals with the voidspawn and see them tear each other limb from limb...also the fact in spearbreakers the spawns bite was infectious...so we could end up with experimental subjects to drop into hell for the sheer !FUN! of it.

also adamantine threads...good idea for medical ward or no?

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: Mr. Strange on March 03, 2014, 03:48:28 pm

Quote from: AnimaRytak on March 03, 2014, 03:27:39 pm
If I made him any stronger, he'd make the ocean's red with blood.

I fail to see how this is a bad thing. On completely unrelated note, is it possible to fill a moat with blood?

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: Dwarf4Explosives on March 03, 2014, 04:12:25 pm

You need a lot of it to keep all of it from caking onto the sides of the moat, and you need to add water before adding the extra blood (i.e. the stuff that you want floating around). I may be wrong, this is just based off my own experience with fluid physics and contaminants, plus what I've heard around the forums.

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: SanDiego on March 03, 2014, 04:20:06 pm

Quote from: AnimaRytak on March 03, 2014, 12:59:30 pm
For the record, VGs physical stats are over 7500.
Once his armor is finished, he'll be nigh unbreakable.

I was pretty sure he was invulnerable the last time around and look how that ended :D

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: TheSaberTooth on March 03, 2014, 04:50:20 pm

Quote from: SanDiego on March 03, 2014, 04:20:06 pm
Quote from: AnimaRytak on March 03, 2014, 12:59:30 pm
For the record, VGs physical stats are over 7500.
Once his armor is finished, he'll be nigh unbreakable.

I was pretty sure he was invulnerable the last time around and look how that ended :D

There's always a chance a voidspawn or something will get a lucky hit on the VG, possibly ending him and the fortress. So I would prepare in the event that the VG dies due to extreme bad luck.

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: AnimaRytak on March 03, 2014, 05:56:32 pm

Quote from: SanDiego on March 03, 2014, 04:20:06 pm
Quote from: AnimaRytak on March 03, 2014, 12:59:30 pm
For the record, VGs physical stats are over 7500.
Once his armor is finished, he'll be nigh unbreakable.

I was pretty sure he was invulnerable the last time around and look how that ended :D

Technically speaking, he isn't actually dead. Gone, yes. But his corpse doesn't exist.

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: Shaggard on March 03, 2014, 06:10:29 pm

Just gotta give the god a proper skin graft of blue gold. Three shirts of adamantine mail, buckle some plate over that. Some nice hoods looted from the corpses of our flesh carpets, a candy helm, greaves, high boots, and gauntlets. A heavy shield would work best for head caving, but beating a voidspawn to pulp with featherwood would be a plus.

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: CaptainMcClellan on March 04, 2014, 09:36:47 am

Oh, yea. I think my post got buried, what do I do to be an Overseer? Or are there even any spots for that?

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: kefkakrazy on March 04, 2014, 10:30:58 am

There are always spots in the turn order.

Some of them are blood, some of them are vomit, some of them are gecko sauce.

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: CaptainMcClellan on March 04, 2014, 10:43:42 am

@Kefkakrazy: * applause *

Now which do I get? XD

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: Dwarf4Explosives on March 04, 2014, 10:59:27 am

Could you change the Voidgod's skin to indestructable cheese? It might help prevent lucky shots.

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: SanDiego on March 04, 2014, 11:01:26 am

Quote from: CaptainMcClellan on March 04, 2014, 09:36:47 am
Oh, yea. I think my post got buried, what do I do to be an Overseer? Or are there even any spots for that?

To become an overseer of murdermachines you just need to prove critical lack of foresight and critical reasoning.

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: CaptainMcClellan on March 04, 2014, 11:17:29 am

I'm on my eighth attempt to try and date my ex-girlfriend. Does that count?

I'm sure you'll fit right in.

Quote from: kefkakrazy on March 04, 2014, 10:30:58 am

There are always spots in the turn order.
Some of them are blood, some of them are vomit, some of them are gecko sauce.

Sig'd

Quote from: CaptainMcClellan on March 04, 2014, 11:17:29 am

I'm on my eighth attempt to try and date my ex-girlfriend. Does that count?

And I thought *I* was mad.

Quote from: Terry, Twisted Darkness on March 04, 2014, 05:06:33 pm

Quote from: CaptainMcClellan on March 04, 2014, 11:17:29 am

I'm on my eighth attempt to try and date my ex-girlfriend. Does that count?

And I thought *I* was mad.

There's mad, and there's there's complete, utter, batshit insanity.

We at Murdermachines require the latter.

Edit:
Murdermachines has a proper army.

Quote from: AnimaRytak on March 04, 2014, 09:17:08 pm

Quote from: Terry, Twisted Darkness on March 04, 2014, 05:06:33 pm

Quote from: CaptainMcClellan on March 04, 2014, 11:17:29 am

I'm on my eighth attempt to try and date my ex-girlfriend. Does that count?

And I thought *I* was mad.

There's mad, and there's there's complete, utter, batshit insanity.

We at Murdermachines require the latter.

Edit:
Murdermachines has a proper army.

~~oh hell! its the end of days!!! KILL THEM WITH FIRE QUICK!!!~~

....Congrats on getting the ~~meatsheld of heresy~~ army up and running...

but seriously how good are they? and who joined it? finally i want a turn sometime soon, maybe in the next installment...not good enough at getting fortresses off the ground...as in not died a horrific death yet!!! been capturing every mega-beast and demi-megabeast in cage traps...for my greta hall of shame of course! plus i figured out how to get magma from a volcano...got a 2 smelters and 3 forges out of it! with minimal danger to my dwarves...

i suck at this insanity thing! (HE has not been in my computer yet...shame...

even im not crazy enough to try and get back together with an ex-girlfreind...though i am crazy/stuipd enough to read the deathgate series, and pretty much headshots, that one fort that had all those elephant fearing armok-voidless souls and spearbreakers....and read deathgate itself!!!

now i got a dwarf in murdermachines about maybe 2x nows...wanting a third shot....now i seriously want to try my hand at overseering! Might even get the fort to horrificly die by accident.

good luck with the meatsacks Fristborn...

TeReY...stay out of my computer....i want to see my frist group of elves in my bolcano map die from lava...jnot from random FPS Death!!!

What to do as an Overseer:

- 1)make the elves dead and take everything they have
- 2)make a massive great-hall filled with copper, silver, and maybe gold.
- 3)make murdermachines or future installment of the forts continuation rely on either copper or iron bins, wood is for beds only!!!
- 4)buy every whip and give them to the gaurds of the fort for shits and giggles-mostly from humans and taken from goblins
- 5)capture shitloads of goblins and dump them into a 3x3 pit with no way out...froget they exist down there and continually send them in for continous shits and giggles.
- 6)when at least 2-3 pages of goblins are in the hole fill it with water. watch them drown open up wall containing them...send in the fortress guard with whips to slaughter the rest.-repeat and rinse, for added cruelty find way to dump buckets of magma onto them, bonus if the magma covers boulders dropped off
- 7)when turn nearly over...vicously dig for caverns or for adamantine...start rebuilding of the fort near said adamantine deposit, also put not for future projects so next overseer can fuck it over in less then one season.

RINSE AND REPEAT! (expect diffrent results each time!)

note: for voidspawn captives dump in a secondary pit...this pit will be for marksdwarves with wooden bolts...or bone, whichever were feeling comfterble with at the moment...when enough are packed in thewre make a tunnel to the circus, let the clowns out...watch the havoc while laughing at the top of the hole...seal tunnel up...WACTH THEM ALL DIE!!!

2nd note:hope were next to a volcano...make floors heated in great hall via a sea of magma...make sure to seal hole to the "heating" floor...especially near the kitchen/butcher/fishing/sill...watch as everyone bitches about the heat ruining everything...laugh ass off privately

Note 3:....DRAGONS BITCHES!!! *find way to tame several dragons, make a production of murdermahcinbes or future deathgate installment have war dragons for the millitary...send them to the circus...watch them all die!!!...cull the weak and the slow from the dragon flock, those will be fore bones and leather armour/clothes.*

note to self: find ways to torment elves trapped in cages from continous deforestation and capture of eleven caravans...hope elves seige....take elves and send them into own pit...froget they exist for 3 decades...see if they turned into orcs yet....expose to daylight to test this! if not let the magma in

Can i get in line for Overseer when possible

The fuck.

Ignore ChaosMaker, he feels the Warp overtaking him. It is a good pain.

Quote from: Grombardrim on March 06, 2014, 12:25:47 pm

Ignore ChaosMaker, he feels the Warp overtaking him. It is a good pain.

Can you hear the voices too?!

Quote from: Yuli Vlas on March 06, 2014, 11:22:52 am

The fuck.

Chaosmaker is... more receptive to Terry's influence than the rest of us.

14th Limestone, Early Autumn

Fungin, Lurker, and Tomio have slaved for weeks to craft ten sets of fine steel armor. A coat of mail, a breastplate, two gauntlets, boots, a set of greaves, a helm, and a shield.

Of course, for the VoidGod, only adamantine will do.

27th Limestone, Early Autumn

Mining has begun beneath the fortress at the orders of the overseer. Our metal industry demands raw materials and perhaps a more proper workshop. The current workshop is so far below ground that work is slow and tedious.

4th Sandstone, Mid-Autumn

Some tunnels in the upper layer were uncapped. Unsurprisingly, the inside was absolutely teeming with goblins and trolls.



Thirteen goblins and trolls. Nine dwarves in steel. Once, not long ago, this would be a suicidal battle for all except the Voidgod. But now comes our proving. The order is given. Every enemy is to be felled.

The battle is glorious.

Wlerin, despite missing a hand, shows how far he has come under the VoidGod's instruction.

The Voidwraith hacks The Goblin Axeman in the head with his (adamantine battle axe) and the severed part sails off in an arc!

The Voidwraith hacks The Goblin Axeman in the left lower arm with his (adamantine battle axe) and the severed part sails off in an arc!

The Voidwraith hacks The Goblin Pikeman in the head with his (adamantine battle axe), tearing apart the muscle, shattering the skull and tearing apart the brain through the (cave spider silk hood)!

An artery has been opened by the attack!

A tendon in the skull has been torn!

The Goblin Pikeman has been knocked unconscious!

NCommander has taken to wielding a silver flail with brutal results.

The CARPLord bashes The Goblin Pikeman in the right lower arm with her (silver flail), shattering the bone through the (troll fur cloak)!

The Goblin Pikeman misses The CARPLord!

The CARPLord punches The Goblin Pikeman in the lower body with her right hand, bruising the muscle and bruising the guts through the (troll fur cloak)!

The CARPLord bashes The Goblin Pikeman in the right lower leg with her (silver flail), fracturing the bone through the (echidna leather trousers)!

The CARPLord bashes The Goblin Pikeman in the left upper leg with her (silver flail), fracturing the bone through the (troll fur cloak)!

The Goblin Pikeman misses The CARPLord!

The CARPLord bashes The Goblin Pikeman in the right foot with her (silver flail), jamming the bone through the right ankle's muscle and shattering the right ankle's bone!

The CARPLord bites The Goblin Pikeman in the left foot, bruising the bone through the (giant cave spider silk shoe)!

The CARPLord latches on firmly!

The CARPLord shakes The Goblin Pikeman around by the left foot, pulling apart the left foot's muscle and bruising the bone!

An artery in the left foot has been opened by the attack, many nerves have been severed, a ligament has been torn and a tendon has been torn!

Ulborb, wielding a steel longsword, impales a troll's skull and scores a kill in a single blow.

Wlerin scores the final kill.

At the end of the battle, thirteen unclean goblins or trolls have been felled. Our army is unscathed.

Murdermachines no longer has a militia.

We have an army.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**

Post by: **ChaosMaker** on **March 07, 2014, 01:30:26 am**

Quote from: AnimaRytak on March 06, 2014, 04:25:53 pm

Quote from: Grombardrim on March 06, 2014, 12:25:47 pm

Ignore ChaosMaker, he feels the Warp overtaking him. It is a good pain.

Can you hear the voices too?!

Yes....i HEar THE cHAoS Of thE WaRp!!!

EH-hEm

sorry about that, ive been feeling the depths of several Deamons of the warp...havign tea with a greater deamon in a realm of screaming dwarven souls not to mention the void being right beheind me as im waiting to come back HoMe.....

still yes im a bit mad....when i get my turn expect me to either mess up the fort big time, or just plain ass hell fuck everything over all for a gaint great hall 20-25 levels down....ill reveal my plans when i get the chance for deathgate-3....i can most certain garrenty that my reign will be positivly....

cHaOtIC...

filed with DRAGONS!!!

(yes im a dragon fanatic...even the deamons in my head screaming for venegence as i ate their beings pretty much hate my guts...what do you think i fricken did in the void when i was trying to hide from HIM, i found a way to the warp, managed to eat a deamon, go slightly nuts, eat more, go even more insane, find a little dimension to screw with, wait my turn to get back into murdermachines, die, rinse and repeat....now waiting to get home and have a turn at deathgate-3....any ideas on a good name? I suggest Voidwraith The Chaos Citadel)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**

Post by: **Grombardrim** on **March 07, 2014, 02:16:46 am**

Rocs are better than dragons, IMHO. You can freaking train them for war.

Also, Anima, it's awesome to find someone else who played (/plays? Maybe plays would work as a past/present-tense combination?) Dawn of War ^_^

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**

Post by: **CaptainMcClellan** on **March 07, 2014, 09:23:08 am**

Aren't rocs like over five times the size of dragons anyway?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**

Post by: **AnimaRytak** on **March 07, 2014, 09:44:44 am**

Quote from: Grombardrim on March 07, 2014, 02:16:46 am

Also, Anima, it's awesome to find someone else who played (/plays? Maybe plays would work as a past/present-tense combination?) Dawn of War ^_^

I haven't actually played it, but it's quotes are oft used in other Warhammer fanworks.

Example:
http://www.youtube.com/watch?v=9-gSJW3sHXE

On a side note, Murdermachines now has 41 dwarves and an actually army.
This is arguably are best position in ages.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 07, 2014, 09:49:00 am**

Hmm... Careful. Make the army too big and all the monsters of the world start to take it as a challenge.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AnimaRytak** on **March 07, 2014, 03:20:12 pm**

Quote from: CaptainMcClellan on March 07, 2014, 09:49:00 am
Hmm... Careful. Make the army too big and all the monsters of the world start to take it as a challenge.

"But the kobold, the goblin, the elf, the human, the voidspawn, and all monsters - shall have their part in the lake which burneth with fire and brimstone."

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **March 07, 2014, 06:02:55 pm**

Quote from: CaptainMcClellan on March 07, 2014, 09:49:00 am
Hmm... Careful. Make the army too big and all the monsters of the world start to take it as a challenge.

Look, it's probably going to all go to hell dwarfy-ness again just before DF2014 is released. We might as well try to keep this running for as long as possible, as it won't make much of a difference either way. We just shouldn't bother to reclaim the next time.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Shaggard** on **March 07, 2014, 07:06:47 pm**

Realistically, the dwarves are probably safer cleaning themselves in the blood of the slain than any Murdermachines soap. Any sense of clean dies within the ~~sentient evil~~ **direct entrance to mortal hell** fortress.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **wlerin** on **March 07, 2014, 07:08:30 pm**

Quote from: Grombardrim on March 06, 2014, 12:25:47 pm
Ignore ChaosMaker, he feels the Warp overtaking him. It is a good pain.
The Warp has had him for a while, it seems to me.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 07, 2014, 07:09:56 pm**

Quote from: wlerin on March 07, 2014, 07:08:30 pm
Quote from: Grombardrim on March 06, 2014, 12:25:47 pm
Ignore ChaosMaker, he feels the Warp overtaking him. It is a good pain.
The Warp has had him for a while, it seems to me.

He probably IS the Warp.

...Terry, did you use ChaosMaker to break through the forums?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **March 07, 2014, 10:59:30 pm**

Quote from: Shaggard on March 07, 2014, 07:06:47 pm
Realistically, the dwarves are probably safer cleaning themselves in the blood of the slain than any Murdermachines soap. Any sense of clean dies within the ~~sentient evil~~ **direct entrance to mortal hell** fortress.

Have you SEEN the exterior of the fort? Friend, it's not an "entrance" to *anything*. You passed the mouth of hell a ways down the road.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 07, 2014, 11:14:23 pm**

Quote from: Lolfail0009 on March 07, 2014, 07:09:56 pm
Quote from: wlerin on March 07, 2014, 07:08:30 pm
Quote from: Grombardrim on March 06, 2014, 12:25:47 pm
Ignore ChaosMaker, he feels the Warp overtaking him. It is a good pain.
The Warp has had him for a while, it seems to me.

He probably IS the Warp.

...Terry, did you use ChaosMaker to break through the forums?

WHO TOLD YOU!?!

ermmm...yeah...moving on...and hell yeah i played dawn of war games, even dawn of war 2 along with its expansion...not to mention that other dawn of war game thats currently out...hehe...killing kyras was one of my best highlets as using the tyranids...."shadow of the warp" my ass! if they cant handle a bit of Dwarfy madness then those bugs dont deserve to eat the galaxy...THATS MY JOB!!!

also im thinking on making the 4 chaos gods as my slave/pencil pushers....kinda like ouir bookkeepers for the chronicles of deathgate...armok, Terry, and the fristborn knows how much we need the shit all cataloged...itll take them eternity just to get deathgate's true toll in the number books...not to mention qwhen we frist grabbed murdermachines...

also it wasnt me who let him out...HE just got lose on his own...if anything you guys shouldnt be suprised that i hid in the warp and ate it in a fit of madess...i might not be as powerful as you guys in the void...

BUT hell help you if i get my hands on the fort...itll probably go mad with chaos runes scteched every-damn place.

On another note: what shall we do if we capture a necromancer? i suggest locking them away in their own little hole near a refuse stockpile and a corpse stockpile...not enough for them raise the dead, but enough that when we breach hell we can unleash the corpse humpers on the clowns...also the goblins as well and any voidspawn...epic 4 way battle while we dwarves sit upon our thrones aboce them watching them all DIE.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 07, 2014, 11:23:54 pm**

Quote from: kefkakrazy on March 07, 2014, 10:59:30 pm
Quote from: Shaggard on March 07, 2014, 07:06:47 pm
Realistically, the dwarves are probably safer cleaning themselves in the blood of the slain than any Murdermachines soap. Any sense of clean dies within the ~~sentient evil~~ **direct entrance to mortal hell** fortress.
Have you SEEN the exterior of the fort? Friend, it's not an "entrance" to *anything*. You passed the mouth of hell a ways down the road.

Kefka...we all know hell doesnt exist anymore, heck we went and broke it the frist time around. what we have here is Dwarfy Madness...or DM for short...(aka:the guy who controls fucking everything and you dont want to piss off...ROCKS FALL AND EVERYONE DIES!!!)

note:we should totally do the rocks fall and everyone dies...MORE STONE TRAPS AROUND MURDERMACHINES!!! IT IS DWARFY TO USE ROCKS TO CRUSH SOMONES SKULL!!!

finally- Anima:if i get into the millitary...give me scourges...in full steel armour (plus anything you feel a beserking lasher would need, prefers steel scourges but will take any other metal scourge)...i will flay the flesh off your enemies bones...feed their living souls to the warp that now obeys my will...and when they are driven mad with despair and totally broken...only then shall they experince YOUR blessing of the void.

Also if you paticularly want somthing in a cage trap totally bleeding on the floor of a torture room...well i got some tips from the warp that will make them *SCREAM*.

sides every great place need a dedicated torture chamber..thats not to say were already the damn place and its employees, but the thought counts!

also if we get roks then fine ill train them..but dragons breath dragonfire...and thats more powerful then demon-fire i thinks. plus they give shitloads of leather, scales, and nice bones if we manage to find a way to modify hemt o grow into adult-hood faster and reprduce more...plus shitlaods of food to! and soap...yes i said the forbidden word. but fear not! the new soap i have in mind if filled with the moaning despair, tortured souls of beings who lost to time were sacrificed in the most unholy of all rituals in a grand mess of a fubar time...in essence...deathgate, and the souls are from the demon worshipping scum, and elves mostly.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AnimaRytak** on **March 08, 2014, 01:55:17 am**

Quote from: ChaosMaker on March 07, 2014, 11:23:54 pm
sides every great place need a dedicated torture chamber...thats not to say were already the damn place and its employees, but the thought counts!

We have like, eight of those. Pits, spikes, magma, arenas, you name it.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 08, 2014, 02:19:21 am**

i meant an entire layer dedicated to it...kinda like a dungeon or something at magma level...dig a nice tunnel downwards and line it 3x3...

on the corners make spear traps, all wooden (mostly to prolong the torture) in the middle use a pressure plate. the other 4 areas? make them mini-maga-pits. if they dodge or fall or walk into it...well incineration anyone? and the every now and then dumping of stones on top of the middle...just to keep things intresting. (or replace the magma with water, and have it standing at 3/7 at trap, and then dump the EGGUANA into the pit, all of it...and then dump any FB bodies down into the pit as well as a dumping ground, soon it will be so festered with Syndromes that anything dumped into it would be a death sentence...after that find a way to harvest the FB infested water and turn it into a shower system to then proceed to experiment on any extra bodies we may have. (demi-mega-beasts, voidspawn, ect!)

and then we can let my little pets...

...*play with them*...

also if you happen to get any possessions...well they might be on a errand for me, mostly just to get some warp-creature artifacts running around screwing with anything non-dwarven. (anima if you manage it make a seperate stockpile that only accepts arifact quality stuff, weapons, armour, furniture, goods, ect., then gaurd it with the most ingenious, malicous, as well as downright monstus traps, creatures, ect.)

also anima, in deathgate 3...can we make warpsawn creatures? (hate all life: mutated in mutiple ways, semi-undead, regenerative to insane levels, monstrous strength, thin skin/weak defenses...also fire breathing with flame immunity, well weak flame immunity, anything else is optional, including tentecles and tent-mouths)

hope the fort lives longer anima!...plus with the army, well maybe ill grant them my serving boys bloodlust...(hehehe)...blood knight beserker anyone?

also blame any possessions on me, messing with the warp, well has its consequences, mostly in the fact i let all those warp-spawn lose in a fit of sheer dwarfness...plus im hoping they kill off the elves. well except one of them...(gonna see if i can make him a warp-spawn dwelf (half dwarf half elf).

good luck anima!
if you happen to need a sacrificial cult/summoning horrific beings of sheer will/madness...im yer dwarf fristborn bossdwarf!!!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **SanDiego** on **March 08, 2014, 05:50:20 am**

Yeah, the Mad Fool's "laboratory" is a section of fort dedicated to inflicting horrors upon it's denziens.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **GentlemanRaptor** on **March 08, 2014, 07:16:37 am**

Quote from: SanDiego on March 08, 2014, 05:50:20 am
Yeah, the Mad Fool's "laboratory" is a section of fort dedicated to inflicting horrors upon it's denziens.

I remember building that! There's a day care, an exercise room, and a spa!

(Disclaimer: Spa may melt flesh from bones, day-care may contain rabid animals, and exercise room features spikes of doom. Management not responsible for death or maiming.)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 08, 2014, 01:26:38 pm**

Quote from: GentlemanRaptor on March 08, 2014, 07:16:37 am
Quote from: SanDiego on March 08, 2014, 05:50:20 am
Yeah, the Mad Fool's "laboratory" is a section of fort dedicated to inflicting horrors upon it's denziens.

I remember building that! There's a day care, an exercise room, and a spa!

(Disclaimer: Spa may melt flesh from bones, day-care may contain rabid animals, and exercise room features spikes of doom. Management not responsible for death or maiming.)

can i reserve 4 tickets into the deathpit plain of despair the MAD Docs Home of Horrors?

so whens the mad fools lab going to be made? hopefully it takes an entire z-level or two (the 2nd layer for the "testing" grounds...and torture pits, the frist is for containment, labs, and testing facilities! all with either copper floors, walls, ect!)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Shaggard** on **March 09, 2014, 06:17:18 pm**

Quote from: kefkakrazy on March 07, 2014, 10:59:30 pm
Quote from: Shaggard on March 07, 2014, 07:06:47 pm
Realistically, the dwarves are probably safer cleaning themselves in the blood of the slain than any Murdermachines soap. Any sense of clean dies within the ~~sentient evil~~ **direct entrance to mortal hell** fortress.

Have you SEEN the exterior of the fort? Friend, it's not an "entrance" to *anything*. You passed the mouth of hell a ways down the road.

Nah man, that's just the front yard. Some humans favor keeping various assortments of "recreational" gear upon their excess land. Dwarves are far more pragmatic, as who needs lawn gnomes when you can have goblin bones?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AnimaRytak** on **March 09, 2014, 07:28:58 pm**

Quote from: Shaggard on March 09, 2014, 06:17:18 pm
Quote from: kefkakrazy on March 07, 2014, 10:59:30 pm
Quote from: Shaggard on March 07, 2014, 07:06:47 pm
Realistically, the dwarves are probably safer cleaning themselves in the blood of the slain than any Murdermachines soap. Any sense of clean dies within the ~~sentient evil~~ **direct entrance to mortal hell** fortress.

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All we need is to mod the raws and we can have actual gnome bone sculptures in our front yards.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Shaggard** on **March 09, 2014, 08:49:09 pm**

Quote from: AnimaRytak on March 09, 2014, 07:28:58 pm
Quote from: Shaggard on March 09, 2014, 06:17:18 pm
Quote from: kefkakrazy on March 07, 2014, 10:59:30 pm
Quote from: Shaggard on March 07, 2014, 07:06:47 pm
Realistically, the dwarves are probably safer cleaning themselves in the blood of the slain than any Murdermachines soap. Any sense of clean dies within the ~~sentient evil~~ **direct entrance to mortal hell** fortress.

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All we need is to mod the raws and we can have actual gnome bone sculptures in our front yards.

I suppose dwarven interior design is the tasteful arrangement of severed limbs into proper piles.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 09, 2014, 10:10:14 pm**

-all in for gnomes in murdermachines say aye!!!
- 1)also make them deathly allergic to gnomeblight...also make them want to steal drink from dwarves.
 - 2)suggest we add gnomeblight into our stocks...have gnomes explode on contact with gnomeblight.
 - 3)watch as the decorations paint the outside/inside of murdermachines
 - 4)Profit!!!!
 - 5) see if we can make a new drink, void-drink...made from voidspawn, extra alcholoic....(as in more alcholo content then everclear...around 500% more...as such an dwarf can be escatic just from drinking it!

alright any news from the forts front yet?

have we got a seige nowdays? also is murdermachines clear for population inhabitation? (as in getting the WHOLE of murdermachines fit for dwarf inhabiting)

that way we can move DOWN near the caverns and await the day when we can reach magma, then flood the upper levels of the fort in a array of hazzardous ways to make it a deathtrap for anybody that ACTAULLY manages to get past the front lawn into one of the entrences. and then prepare for the circus invasion. at which point we turn the circus into our little fun-town of joy and happiness...(insert sarcasm and replace the to horrific to describe in words or detail). cause remember, we need to take the shit on the surface into the circus. then live there untill Terry Corrupts us again...

rinse and repeat folks! (hey and maybe we can find a way when the pach comes out to attack the voidspawn/clowns/necromancers/goblins directly!!!)

....
Torch-Light!
....
When the next patch comes out, we invade goblin fortresses and take all their steel-craft...and proceed to raid every other fraction (beasides the flesh-bodies for our souls) untillwe fall, rinse and repeat.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **March 10, 2014, 02:59:39 pm**

...

Ah, the beautiful horror that is Murdermachines. I missed so much, yet so little has changed.

Blood, Sweat, and Maniacal Cackling. With a side order of Eldritch Abomination.

Now with a free Gnome in every meal!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **March 10, 2014, 03:51:03 pm**

Quote from: TalonisWolf on March 10, 2014, 02:59:39 pm
Ah, the beautiful horror that is Murdermachines. I missed so much, yet so little has changed.

Blood, Sweat, and Maniacal Cackling. With a side order of Eldritch Abomination.

Sig'd

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AnimaRytak** on **March 10, 2014, 07:53:25 pm**

Journal of AnimaRytak, the Voidgod
19th Sandstone, Mid-Autumn
Daemonslaves have arrived; ten of them. They, along with the other masons, are set to work flooring the farm areas to avoid the inevitable growth of mushroom trees. The entry way shall be paved as well. This is Murdermachines, temple of the Voidgod. Some architecture is in order. I've ordered the heart of the fortress to be smoothed, as it always should have been. While this place may never be beautiful, it shall still be a proper fortress.

4th Timber, Late Autumn
Puff has a broken leg. How, I do not know.

9th Timber, Late Autumn
NCommander has given birth to a baby girl. Baltharaaz is the father. The girls name is Rigoth. The baby is promptly left in a stockpile when NCommander's attention span runs out.

20th Timber, Late Autumn
Dwarven traders have arrived, so I've ordered our piles of junk and crafts hauled to the depot. The amount we have is simply staggering. Hopefully we can aquire something useful. Cheese, fish, and breedable animals would be nice.

However an ambush occurs just as the traders enter Murdermachines. Unfortunately for the kobolds, the military is preforming drills in the courtyard. Not long after, two kobold thieves are spotted inside the fortress. And one of our artifacts is stolen.

Someone remind to me post some fucking guard dogs at the entrance.

The kobolds are slaughtered at the gates. None survives more than a few seconds under the combined onslaught.

2nd, Moonstone, Early Winter
One of the daemonslaves was possessed. By something other than one of us. Said daemonslave takes over a jewelers workshop and immediately goes to work. Several days later, the result is a floodgate made of pure ruby. Sadly, it is rather plain in all aspects. No beautiful engravings of myself or anything.

15th, Moonstone, Early Winter
I've ordered the surface fort rebuilt. Useless walls and fortifications shall be thrown down and fresh walls of stone shall be built in their place. I've ordered a new gate built of platinum.

17th, Moonstone
Fungin has given birth to a girl.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 10, 2014, 11:46:51 pm**

AWSOME!!!

finally my dark ritual involving lots fo violence, scourges, a few goblins and innocent souls was completed!!! sending a warp entity into the deamon slave actually worked!! finally, now we can start geting some actual quality goods in the fort! also anima:just post an animal near a stockpile just for artifact quality things, (as in everying but materials such as wood, stone, bars, and food/drink. everything else it only accepts artifact quality stuff! then put in al the artifacts and set a gaurd animal at the entrence!!!

problem with theives solved!

also it seems my work is spreading, hopefully the fruits of my darker labors will benefit murdermachines in the shadows...

all i need to do is weaken the goblin forces by....nuding them slowly to their dooms!!!

also good idea for a platinum gate, i myslef wouldve suggest steel fortifications and walls. but we can get what we all want!!!

anyway looking forward to the nex update! now that the guts of murdermachines are being developed, we should increase the hardend shell and clean up our "yard", a bit, mostly to lure in more unfortunete souls to their dooms!!

Also will send more daemon-slaves soon, mind whispering takes time and effort...not to mention i have to select the most vunreble souls tha are best for our nourishment...its not easy being a warp/void hybrid entity...not stornig in either side but able to use both...not the best for ones mind.

if you happen to get.....guests....for the fort all i can say is...oops...

Disclaimer::this void/warp-spawn dwarf is not responsible for any limbs, personal effects, booze, food, or any type of damage to the fort pysically or mentally due to any uninvited guests, all anger responses or anythign logical (like that will ever happen), emotional, or pyshcotic responses will be ignored in favor of other projects, failure to reside with this disclaimer may result in a failed artifactc reation and said dwarf dying due to either emotional distress or insanity...killing themselves and/or others in the process.

good luck anima!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **March 11, 2014, 12:45:02 pm**

I hope you don't get a voidspawn siege right while you're busy building Anima, but I am sure such hopes will prove to be futile. I'd suggest making the ruby floodgate part of some silly magma-based deathtrap, on the basis that it'd look awesome and color-coded*.

*this will help prevent incidents where you flood the fort with magma by not building around the release point.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **March 11, 2014, 06:02:19 pm**

I feel The Warp overtaking me just by being in this thread. Normally this is a bad thing, but this time, I hear the voices.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 11, 2014, 06:08:36 pm**

Quote from: TheSaberTooth on March 11, 2014, 06:02:19 pm
I feel The Warp overtaking me just by being in this thread. Normally this is a bad thing, but this time, I hear the voices.

GOOD.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Shaggard** on **March 11, 2014, 06:29:58 pm**

Quote from: Lolfail0009 on March 11, 2014, 06:08:36 pm
Quote from: TheSaberTooth on March 11, 2014, 06:02:19 pm
I feel The Warp overtaking me just by being in this thread. Normally this is a bad thing, but this time, I hear the voices.

GOOD.

More sacrifices. MORE DEATH! MORE GLORIOUS CARNAGE!!!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AnimaRytak** on **March 11, 2014, 06:47:09 pm**

Quote from: TheSaberTooth on March 11, 2014, 06:02:19 pm
I feel The Warp overtaking me just by being in this thread. Normally this is a bad thing, but this time, I hear the voices.

It is as though a thousand mouths cry out in pain...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Gentlefish** on **March 12, 2014, 12:35:28 am**

I manage to survive eating tainted cloaca ejections that have taken the lives of much greater than I, and I break my leg?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **March 12, 2014, 10:12:20 am**

Quote from: Pufferfish on March 12, 2014, 12:35:28 am
I manage to survive eating tainted cloaca ejections that have taken the lives of much greater than I, and I break my leg?
Terry giveth with one hand and kneecappeth with the other.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **March 12, 2014, 06:22:13 pm**

Quote from: kefkakrazy on March 12, 2014, 10:12:20 am
Quote from: Pufferfish on March 12, 2014, 12:35:28 am
I manage to survive eating tainted cloaca ejections that have taken the lives of much greater than I, and I break my leg?
Terry giveth with one hand and kneecappeth with the other.

With THE other? I have seven hands, thank you.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 12, 2014, 06:58:30 pm**

That doesn't invalidate the previous statement. (And so it begins, once again the mad human has entered into a game of wits with some dark cosmic entity, the true form of which is unfathomable, whose path of thought is by nature inconceivable and therefore non-existent. Certainly it will not end well for the puny human, it never does, and yet he still persists in some mad quest to rationalize everything into something just barely tolerable. His logic is likewise illogical, but in such a way that it sounds intelligent, premeditated, and fully rational until an observer points out the full insanity of the bullshit spewing from his foolish mouth. For instance the previous non sequitir which follows.)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **March 12, 2014, 07:04:35 pm**

I like this one. I will keep this one.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 12, 2014, 07:07:31 pm**

Keep me? Well, so long as you keep me well. That's room and board yes? If so, I accept. However, I won't tolerate any attempts in changing my body's physiology. Except perhaps, to dead. After all, is not death the inevitability of these pitiful lives? How can I be free of death except to go through it myself?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **March 12, 2014, 07:10:47 pm**

Quote from: CaptainMcClellan on March 12, 2014, 07:07:31 pm
Keep me? Well, so long as you keep me well. That's room and board yes? If so, I accept. However, I won't tolerate any attempts in changing my body's physiology. Except perhaps, to dead. After all, is not death the inevitability of these pitiful lives? How can I be free of death except to go through it myself?

Are you QUITE sure you don't want your physiology changed?
...Did I just... interact... non-destructively..?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 12, 2014, 07:12:51 pm**

Quite. For I have many outstanding arguments hinging around principles related to morphological inertia, identity, purpose, and plot role and how they all interrelate. Besides, this way I can guilt people into things by reminding them that being a mere human is no excuse.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **March 12, 2014, 07:18:51 pm**

Quote from: CaptainMcClellan on March 12, 2014, 07:12:51 pm
Quite. For I have many outstanding arguments hinging around principles related to morphological inertia, identity, purpose, and plot role and how they all interrelate. Besides, this way I can guilt people into things by reminding them that being a mere human is no excuse.

Spoiler: Customary hiding of large images (click to show/hide)



Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 12, 2014, 07:29:34 pm**

Indeed. Where you not aware of such, yourself?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **March 12, 2014, 07:30:54 pm**

Quote from: CaptainMcClellan on March 12, 2014, 07:29:34 pm
Indeed. Where you not aware of such, yourself?

I was surprised a "mere human" could comprehend such.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 12, 2014, 07:34:21 pm**

Ah well. It is my job. We are known by many names. "The crazies", "specialized delusional schizophrenics", "philosophers", "stand-up comedians", etc. Our job is simply to stave off all of the cosmic horror present in any given universe by amusing it so much that it refused to destroy humanity. This often involves many mind games and our minds have warped into a twisted shape to accommodate such.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **March 12, 2014, 07:39:46 pm**

Quote from: CaptainMcClellan on March 12, 2014, 07:34:21 pm
Ah well. It is my job. We are known by many names. "The crazies", "specialized delusional schizophrenics", "philosophers", "stand-up comedians", etc. Our job is simply to stave off all of the cosmic horror present in any given universe by amusing it so much that it refused to destroy humanity. This often involves many mind games and our minds have warped into a twisted shape to accommodate such.

...If you take a turn in this fortress, I shall leave the fortress be. For that year.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 12, 2014, 07:42:14 pm**

What sign shall you give to ensure said promise?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **March 12, 2014, 07:51:07 pm**

Quote from: CaptainMcClellan on March 12, 2014, 07:42:14 pm
What sign shall you give to ensure said promise?

You are all experts at detecting signs of My presence. If you don't detect any signs, then I haven't been messing around.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 12, 2014, 08:03:36 pm**

Fair enough.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **March 12, 2014, 08:24:31 pm**

The first contact with Terry that wasn't related to devouring souls.

CaptainMcClellan is now greatest negotiator of the void.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **March 12, 2014, 08:25:58 pm**

He IS good at it, isn't he.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AnimaRytak** on **March 12, 2014, 08:27:21 pm**

AnimaRytak cancels Play Dwarf Fortress; Something arrived in the mail. (https://scontent-b-ord.xx.fbcdn.net/hphotos-prn1/t1.0-9/q77/s720x720/1920525_10151938709666857_1154595461_n.jpg)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 12, 2014, 08:27:49 pm**

HOLY SHIT MCCLELLAN HOW THE HELL DID YOU EVEN.

...I can no longer call myself a diplomat if you can put Tele-Type Terry in a good mood.

E: Ninja'd by Terry and Anima.
Shit, that looks sweet Anima. So delicious, so scrumptious... and the tech's pretty cool too :P

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **March 12, 2014, 08:29:13 pm**

Quote from: AnimaRytak on March 12, 2014, 08:27:21 pm
AnimaRytak cancels Play Dwarf Fortress; Something arrived in the mail. (https://scontent-b-ord.xx.fbcdn.net/hphotos-prn1/t1.0-9/q77/s720x720/1920525_10151938709666857_1154595461_n.jpg)
I dont know what that fan-looking thing is
So im guessing those tater tots arrived in the mail.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Shaggard** on **March 12, 2014, 09:38:10 pm**

Quote from: TheSaberTooth on March 12, 2014, 08:29:13 pm
Quote from: AnimaRytak on March 12, 2014, 08:27:21 pm
AnimaRytak cancels Play Dwarf Fortress; Something arrived in the mail. (https://scontent-b-ord.xx.fbcdn.net/hphotos-prn1/t1.0-9/q77/s720x720/1920525_10151938709666857_1154595461_n.jpg)
I dont know what that fan-looking thing is
So im guessing those tater tots arrived in the mail.

It looks somewhat like an excessively metal room with a graphics card in it.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 12, 2014, 10:11:42 pm**

Quote from: TheSaberTooth on March 12, 2014, 08:24:31 pm
The first contact with Terry that wasn't related to devouring souls.
CaptainMcClellan is now greatest negotiator of the void.

well deathgate has its dark diplomate...

"and so with one word, Did Terry breathe life into the mouth of a dorf, in which a thousand worlds suffered enlessly in the pits of despair...and from this mouth came words that put even HE, into a state of pacification....and for that moment all was still...before Armoks kidney exploded in a burst of fiery gore....and then did Terry Laugh, for when he heard the words from the one he hath raised...he knew it was a darkened evil that which shall one day destroyth the elves of the woods, and turn the cities of men into jibbering piles of flesh and chaos. his name declared by The Dark Lord is CaptainMcClellan"

also Cap, beware, for Terry has his moments when he shall strike, and he didnt say on which forress he shall not interfear...thus making only one of our turns be the one which he shall not interfear of such agreement. thus the mindfuckery will that with ensure will most definetly be more worse then any kind that we have seen before...

AND THATS SAYING ALLOT!

for some reason im guessing somone will end up making the Book of Terry...i fear for the world for but a moment....because no one will be left for me to send my little specks of Vorp (void/warp basterdized magic) magic into their frail pitiful minds...

now that we have a diplomat, im guessing his purpose is to...turn?...the elves in dark worship on which they destroy their own trees? (SOMONE MOD IN DARK ELVES!!!)

well havent updated in a day, so there we go...also mostly disapointed in myself for not causing weird havoc on the forum, this has not be rectified.
(considering i cant doom some dwarves in my own little twisted world-considering i havent been stuffed into a new body yet (side note: anima, if you get a scourge ill take the nearest non-named dorf and be the lash of the fort...i alwasly enjoyed seeing those who deserve it *such as goblins and trolls* get their dues...*)-)

good luck anima with the fort, cant see he pictures from here due to the bad internet connection this facility has, but i shall endeavor to see them (as well as any others) that you guys end up putting on when i get home for a 3-day weekend.

finally i have this to say...

Even terry can be appeased...it just takes the right amount of insanity/comidian....i vote for captainMcClellan to be the dark preist of murdermachines if he gets a dorf all in favor say eithe aye or some other random word...those who disagree...face HIS wrath and despair...on a side note please step into the beacon and be taken back into the void while your at it and not have a body for a few years.

later all!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **March 13, 2014, 02:12:35 pm**

Only on Bay12 could you find someone who would debate with madness incarnate.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **March 13, 2014, 05:34:59 pm**

Quote from: TheFlame52 on March 13, 2014, 02:12:35 pm
Only on Bay12 could you find someone who would be ~~insane~~ dwarfy enough to debate with madness incarnate.

Guess what I fixed? :P

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 13, 2014, 09:04:53 pm**

Quote from: TalonisWolf on March 13, 2014, 05:34:59 pm
Quote from: TheFlame52 on March 13, 2014, 02:12:35 pm
Only on Bay12 could you find someone who would be ~~insane~~ dwarfy enough to debate with madness incarnate.
Guess what I fixed? :P

...

ive never been more proud/mad to be a dwarf right now...

and considering we MADE the madness incarnate at the end of Deathgate 1...well..not suprising we could find somone amoung our number to talk it down. the TV tropes page that has all our shit well, they VASTLY underestimate our ~~Egninuity~~ Madness, Insanity Incarnate-being-of-Mass-Chaos-Despair-Dead-dorfs-with-socks-in-hand-from-a-goblin-siege-drowning-via-breathing-surface-air!!! (its gonna happen sooner or later here!),pain, anguish, terror, vomit-covered sunstones, and bloody massacures that even hell cringes at....and we call it a monday morning just for the start!!!

...

lets just call it a average thusday for us on bay-12.

good luck my fellow madness incarnate beings of death and chaos!!!

other then that, whens the next update!!! i want to see some goblin skulls laid in a nice little row in front of murdermachines yawning deathpit entrence...and turn it into somthing like sarumans Uruk-hai pits

from LOTR...the sunshaft would allow our dwarves to be immune to sunlight as we live in the caverns below...and yes im still saying we should once we secure murdermachines as a whole make for the cavaerns and turn their entirty into food production facilites, the upper levels for farming animals and trees(muddy the ground for moss and such), the next set of caverns for food production from crops. and finally our craft-shops should be around magma level, with our dwarves living just inbetween the two caverns and a massive great hall with a TRUE Beacon Sitting squat in the middle, everything made our of obsidian...walls, floors, and of course the funiture...any artifact furniture thats not anima's personal property should go into this massive hall of doom....

now that my mad plans been laid out again i bid you all farewell till later!!!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AnimaRytak** on **March 13, 2014, 11:22:12 pm**

Journal of AnimaRytak, the Voidgod
11th Opal, Mid-Winter
A construction accident has somehow blasted a hole in the roof of the fortress. Somehow this pierced two floors before stopping in the kitchens.

I really don't know how they did that.

No matter, I've designated a road built into the fortress. But not a simply road of stone.
I've ordered our road to be built from iron.

13th Opal, Mid-Winter
Rigoth the baby was impaled on spikes.

25th Opal, Mid-Winter
Lashidang has bled to death. Not quite sure why.
In any case, the surface fort has been remodeled, a road has been mostly built, and I've moved onto my next project.
A magma pump stack and a new BATTERY.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Shaggard** on **March 14, 2014, 12:00:38 am**

Quote from: AnimaRytak on March 13, 2014, 11:22:12 pm
Journal of AnimaRytak, the Voidgod
11th Opal, Mid-Winter
A construction accident has somehow blasted a hole in the roof of the fortress. Somehow this pierced two floors before stopping in the kitchens.

I really don't know how they did that.

No matter, I've designated a road built into the fortress. But not a simply road of stone.
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13th Opal, Mid-Winter
Rigoth the baby was impaled on spikes.

25th Opal, Mid-Winter
Lashidang has bled to death. Not quite sure why.
In any case, the surface fort has been remodeled, a road has been mostly built, and I've moved onto my next project.
A magma pump stack and a new BATTERY.

Dwarven unnatural selection at it's finest.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 14, 2014, 12:07:15 am**

EXCELLENT!-sorry doublepost...internet went weird for a sec.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 14, 2014, 12:15:32 am**

EXCELLENT!

the madness of the warp has sent my whispered prayers to our lord anima!!!

now with our obsidian Beacon/Great hall (the beacons disguised as a pillar of large obsidian stone in the middle of the hall...go figure!) bringing more of our rbveathern from the void...

and it looks like Terry has begun his assult once again...that or its just murdermachines deadly, deadly, deadly politics from the void comming into play once again...

that and i had nothing to do with Lash's untimely demise....
nothing at all...
....
ANYWAY...i thank you anima for using my great idea of destruction and death...the explosion...ehh....mightvbe been me trying to see if Vorp can affect the mortal realm...new rule...do not apply Vorp magic untill the dimensional Twist/bending reality of the might TOAD being unleashes...that and Vorp magic tends to explode violently when subjecting matter to infusion with warp magic (tiwisting relaity to my whim) and sending a tiny fragment of the enternal void to be bound to the small rock i used as the experiment...the gem didnt survive...or that if it did...well...beware any cut genms that are darkendd black and seem to drive any mortal being to the brink of insanity. pretty sure it got blasted outside of murdermachines or just melted its way into the magma depths...hmmm...maybe the new beacon will be powered by this source?

and again...i had nothing to do with lashi's death...and if you find any sort of warpspawn magic upon his corpse...he started it.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **March 14, 2014, 12:17:55 am**

Chaos, I had NOTHING to do with any of those deaths. I even stopped the cave-ins at the kitchen level.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AnimaRytak** on **March 14, 2014, 11:54:22 pm**

Really, i don't know how the hell we made a dwarven bunker buster.

But we did.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **March 15, 2014, 12:20:34 am**

Cave-Ins can occasionally pierce through multiple levels sometimes, can't they? ESPECIALLY through constructions as opposed to natural floors.

In case you didn't guess, my projects tend to have higher casualties than my battles. Even in reality. Is this a bad thing?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 15, 2014, 12:56:20 am**

huh....

the one time Terry didnt fuck with the fort...

are we doomed yet?

Also Dwarven Bunker Buster...yeah, invented awhile ago, did the messages say it was a cave in? im pretty sure that the Dorf Information Gathering System (aka-random dwarves seeing shit and then somehow piling the reports from where they are to anima's throne-room for him to reveiw) or DIGS for short, is pretty damn accurate down to the T of what happens around the damn place. Well besides the ocasional vampire attack or werewolf infection untill the bodies are discovered.

and no, its dwarfy to have as many deaths via the unimportance, how many resources it costs, and the value of said project. make a metal pyramid the size of the map and lose half the fort=worth it. have it reach the Circus in a bizzar case of mazes and, storages, traps, rooms, and have said dwarven colony living in the Circus?

And finally, seriously being weirded out that terrys helping us...either Captain is the best damn fucking diplomat of deathgate series that was able to change terrys mind on tormenting us for eternity for sheer damn amusement (worse then Armok ever could), or hes screwing with us again.

personally i think its both...the one year of terry not fucking the fort up is going by anima's turn...

also the funny thing is we made the bunker buster indoors...shame we cant use it against the elves...hmmm....anyone thinking that when we get millitary expeditions we tunnel into goblin fortresses, and then use the bunker buster to destroy said citidel and take whatever's left in the ruins back to the hold?...i seriously cant wait to get some payback against the gobo's and the kolbolds in the future.

finally any progress on capturing animals for war-training? ive been thinking on either getting badgers or wolverines...then war training them...
(dragons and roks to if we manage to lure them here!)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **March 15, 2014, 09:00:09 am**

I'm slightly more concerned about the fact that Anima was digging in an upwards direction. Also, new, simple design for entrance that stops any creature from coming in. It may also crash the game if the pathing gets that confused, but that's not that important. As long as we have a secondary, 3x3 and longer entrance, we can just stop dwarves from pathing back in to the fort by declaring that a forbidden shortcut.

No sieges will be capable of pathing in, so we'll be capable of finishing them at our leisure.

Spoiler: Anti-pathing siege defense (click to show/hide)

Z-0:
FFF
F^F
FFF

Z-1:
^F^
FDF
^F^

F=floor.
^=up stair/ramp.
D=down stair, cause I can't find the reversed version of the ^-symbol.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **March 15, 2014, 11:07:05 am**

Quote from: Terry, Twisted Darkness on March 14, 2014, 12:17:55 am
Chaos, I had NOTHING to do with any of those deaths. I even stopped the cave-ins at the kitchen level.

I dare say, is our Chaos God getting SOFT on the fort?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **March 15, 2014, 12:16:51 pm**

Don't poke at the sleeping lion.

Or in this case, Terry. Which is much, much worse.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 15, 2014, 01:58:48 pm**

Quote from: TalonisWolf on March 15, 2014, 12:16:51 pm
Don't poke at the sleeping lion.

Or in this case, Terry. Which is much, much worse.

But its so much fun to poke the sleeping god in the eye!!!

that and with anima getting the battery up and a massive great hall (whats the maximum size a great hall/meeting hall can be in DF?) with all the artifact furniture thatsw not claimed by our demi-god king lord fristborn the frist!!!

anyway looking to see what the next update brings. hopefully we get some pictures and some-more content on the going-ons of the fort.

maybe we'll have an all steel army, with all our dwarves wearing leather clothing (besides the socks...leather has better defensive things then cloth or silk...any chance we can make silver clothing though? mask our dark dwarven avatars in silver and watch in glee as the bodies swarm to our dark kingdom for our amusement. Thaqt and them being our chaos-gods play toys while we dont suffer...as long as we have sacrifices we wont be targeted...on a good day...)

also if we do poke said god, we must remeber that it made Khorne the blood god cry like a bitch, fucked with every plan that the god of change made and forced it into a non-changing role, cured and improved every poison and desease that nurgle came up with, and turn the pervert into a celibate.

all in a minute real time...

its obvious...deathgate's chaos god is more powerful then the warp ever will be.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 15, 2014, 05:47:18 pm**

Well well, what madness have we here? Talk of provoking chaos entities to destroy several lives for our own amusement? Say... doesn't that make us *evil*?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **March 15, 2014, 08:12:56 pm**

Meh, more like ~~bored morons~~ an !!SCIENTIFIC INQUIRY!! in the name of !!SCIENCE!!.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 15, 2014, 09:03:19 pm**

Yes. because Shin-Ra certainly proved that !!SCIENCE!! can never be evil.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 15, 2014, 10:47:56 pm**

dude were bloody overlordseers running a day to day fort filled with ungratful lunatic louts that dont give a shit if theres a goblin siege outside, their going to get that damn sock even if it kills them! (and the socks a poor quality)...says allot about how much we need them, but damn we want to see them die in a spectacular fashion.

plus with !!SCIENCE!! nothing really goes wrong! it just produces either expected results, spectacular results, or OH-GOD-ITS-EATING-MY-FACE-AND-ITS-BLOODY-AWSOME results...then their the doomsday results which we shall not go over....

provoking terry lis beyond the doomsday results...

Its !!!!!!!!!SCIENCE!!!!!!!!!!

now do you see why were all chaoticy evil? plus good and evil is a elf thing...were either **DO IT!!!!** or **DONT DO IT!!!!** people...the maroon lycis is the thing we usually go for, due to the fact were bored as fuck and murdermachines has cleaned out its goblin infestation...no vampires or voidspawn threats yet. (hopefully anima gets the battery and the great hall finished soon!!)

alright now thats over with...captain, we are not evil, thats for tree-*due to new warp censors these following words have been blocked for younger veiwers*-corpse eating bastards of a tree and a human mixing with a donkey.

sigh, now my anger issues taken its toll on the elven soul slaves trapped in the warp, hows the fort doing anima? Also hows life my fellow dorfs? (because right now im nearing the edge where iim about begging to have DF just so i can sit thewre and watch my dwarf THRIEVE in a sucessful colony in some remote island away from the mainland surviving peacefully and in harmony....yes...im just about that fucking desprete right now!!!)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **March 15, 2014, 11:52:13 pm**

Ay, I provoked bloodthirsty Chaos gods before it was cool. :P

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **March 16, 2014, 02:46:40 am**

Quote from: TheSaberTooth on March 15, 2014, 11:07:05 am
Quote from: Terry, Twisted Darkness on March 14, 2014, 12:17:55 am
Chaos, I had NOTHING to do with any of those deaths. I even stopped the cave-ins at the kitchen level.

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Yes your Chaos God, your "Duw Anhrefn", watches anime. Where do you think he gets the raw materials for his... creations?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 16, 2014, 02:55:27 am**

So Terry watches terrifying anime AND speaks Welsh?
...I kinda like this guy.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AnimaRytak** on **March 16, 2014, 01:08:25 pm**

"Volte aretal ka haal."

I had to reload the save about 5 seconds after starting it.
There was an incident with some clowns.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **March 16, 2014, 01:11:35 pm**

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Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 16, 2014, 01:40:22 pm**

Quote from: TalonisWolf on March 16, 2014, 01:11:35 pm
Quote from: Lolfail0009 on March 16, 2014, 02:55:27 am
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Terry, please calm down and empower us against the murderous clowns. If you need inspiration for the mass genocide of clowns, I would direct you to a human Stephen King and his Book *It* or the minor demons known as the ICP or the particularly frightening and disturbing internet cancer called "Homestuck". If these do not fuel your wrath against clowny kind, then at least put yourself in a mood for the bizarre by consumption of the works of a human who shares your name, Sir Terry Pratchet.

As for the rest of us, let us crank up the violence against clowny-kind whether or not Terry assists us. Perhaps we can paint the walls with their guts and steal their tent.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **peregarrett** on **March 16, 2014, 02:26:51 pm**

*enters the thread
*watches the conversation with Eternal Glitch incarnate is in progress
*turns slowly and leaves
- Don't worry, that's OK here.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **March 16, 2014, 02:44:51 pm**

Hey Terry.
Look up SCP. You will like them.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 16, 2014, 03:08:28 pm**

Chaosmaker cancels readng: is amused

Chaosmaker starts secret project: thinking on how to best pacify a deamon god of chaos/void power...

chaosmaker finishes secret project: Terry, the clowns said you like Twilight, both books and the movies...as well as vampires are sparkely...

Chaosmaker cancels writing: is await Terry's Wrath (but then again ive already been hit from beyond the comp, so im good)

Anyway sounds like you accidently breached the Circus anima, what kind of clowns are down there? and is it possible that our ~~military~~ meatsheilds are ready for battle? (and will we live? to colonize hell again?)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **March 16, 2014, 03:39:53 pm**

Quote from: ChaosMaker on March 16, 2014, 03:08:28 pm
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Chaosmaker cancels writing: is await Terry's Wrath (but then again ive already been hit from beyond the comp, so im good)

Our 'Chaos and Insanity Incarnate' Ambassador managed to somewhat buy us some time, and you go and incite its rage. **WHY MUST YO-**

Riggght, your name is 'Chaosmaker'. You're probably The Eldritch One's third or fourth great great grandthing removed's nephew or something.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 16, 2014, 04:37:56 pm**

actually im its 193 great great great great grandnephew eighteen times removed, from the warps side...cant wait for my turn at being overseer...its gonna be...

!!!FUN!!!

hehehehehehahahahaha!

also when i get to be overseer...dont mind the goblin pit thats wallowing in their filth, or the fact i will set up a industry on my terms....and pretty much cover the map with cage traps just to get the random goblins invaders and kolbolds that we can grab...and maybe a few voidspawn for kicks!!! (i already have an idea for a VS and Goblin pit-fight...ohh itll be so much fun!!!!)

and will we have magic introduced into DF on the next update, ive read on some parts on bay12 that it might happen...along with our own ability to begin sieges...i wonder what itll be like to have a dwarf necromancer in our fort? (the ability to raise the dead....hehe kill a few goblins and let the undead roam free! that or use the dead things to attack the circus)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 16, 2014, 05:05:01 pm**

Quote from: Terry, Twisted Darkness on March 16, 2014, 02:46:40 am
Quote from: TheSaberTooth on March 15, 2014, 11:07:05 am
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I dare say, is our Chaos God getting SOFT on the fort?

To put it simply, I wish to see the one called 'McClellan' work this fortress. If this does not occur... I may have to force my symbiosis on many of the daemonslaves. I'd LOVE to see you mortals handle something that has only been truly expressed once, in the anime movie 'AKIRA'.

Yes your Chaos God, your "Duw Anhrefn", watches anime. Where do you think he gets the raw materials for his... creations?

....

just looked it up...

that...is...awesome...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 17, 2014, 02:28:37 am**

Quote from: ChaosMaker on March 16, 2014, 05:05:01 pm
Quote from: Terry, Twisted Darkness on March 16, 2014, 02:46:40 am
Quote from: TheSaberTooth on March 15, 2014, 11:07:05 am
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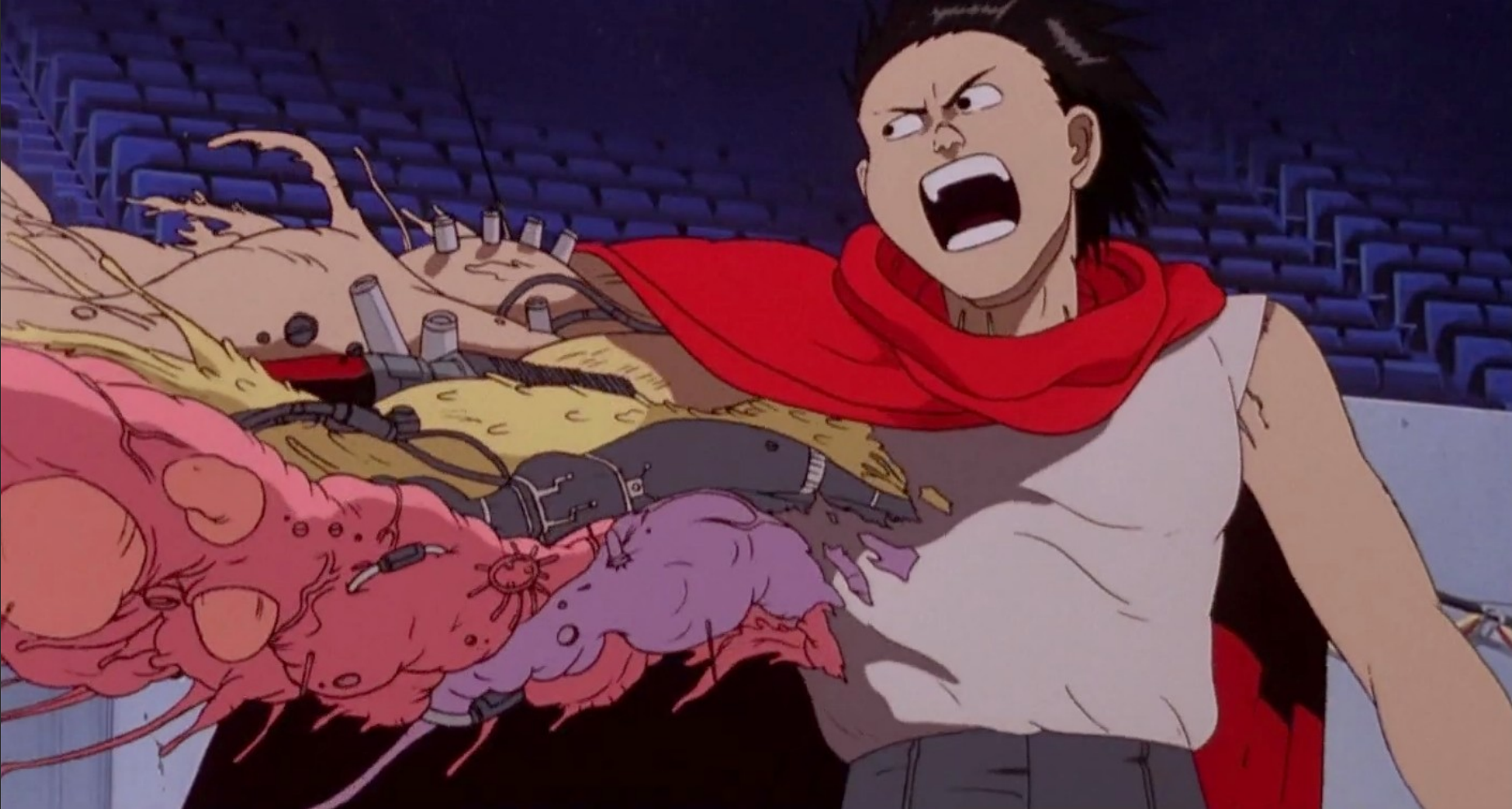
Yes your Chaos God, your "Duw Anhrefn", watches anime. Where do you think he gets the raw materials for his... creations?

....

just looked it up...

that...is...awesome...

If you're referring to Akira, then yes it is. It's fucking nightmare fuel though, which would explain why Terry enjoys it so.
Spoiler: This isn't even his final form. (click to show/hide)



Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **March 17, 2014, 07:35:44 am**

Your image is broken. I guess even a fraction of Terry is more than the internet could handle...

I'll put Akira on my list of things to watch, but I'm currently caught up in both Bleach and Mobile Suit Gundam. I've put a Necrothreat I & II on that list on the off chance that it somehow becomes an anime... that would probably be illegal in most countries and civilizations.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 17, 2014, 07:38:06 am**

Oh I assure you, the image isn't broken. Let me check the source...

Try this. (<http://media.theiapolis.com/d4/hKZ/i1OBG/k2/l1FI/w136/tetsuo-shima.jpg>)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **March 17, 2014, 08:00:46 am**

Meh. You'd be surprised what effect up things pop up in my head, for that to seem relatively normal...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 17, 2014, 08:02:22 am**

sigh I'll take your word for it, because I am NOT getting the image/gifs for what happens after his arm decides to Terry everywhere.

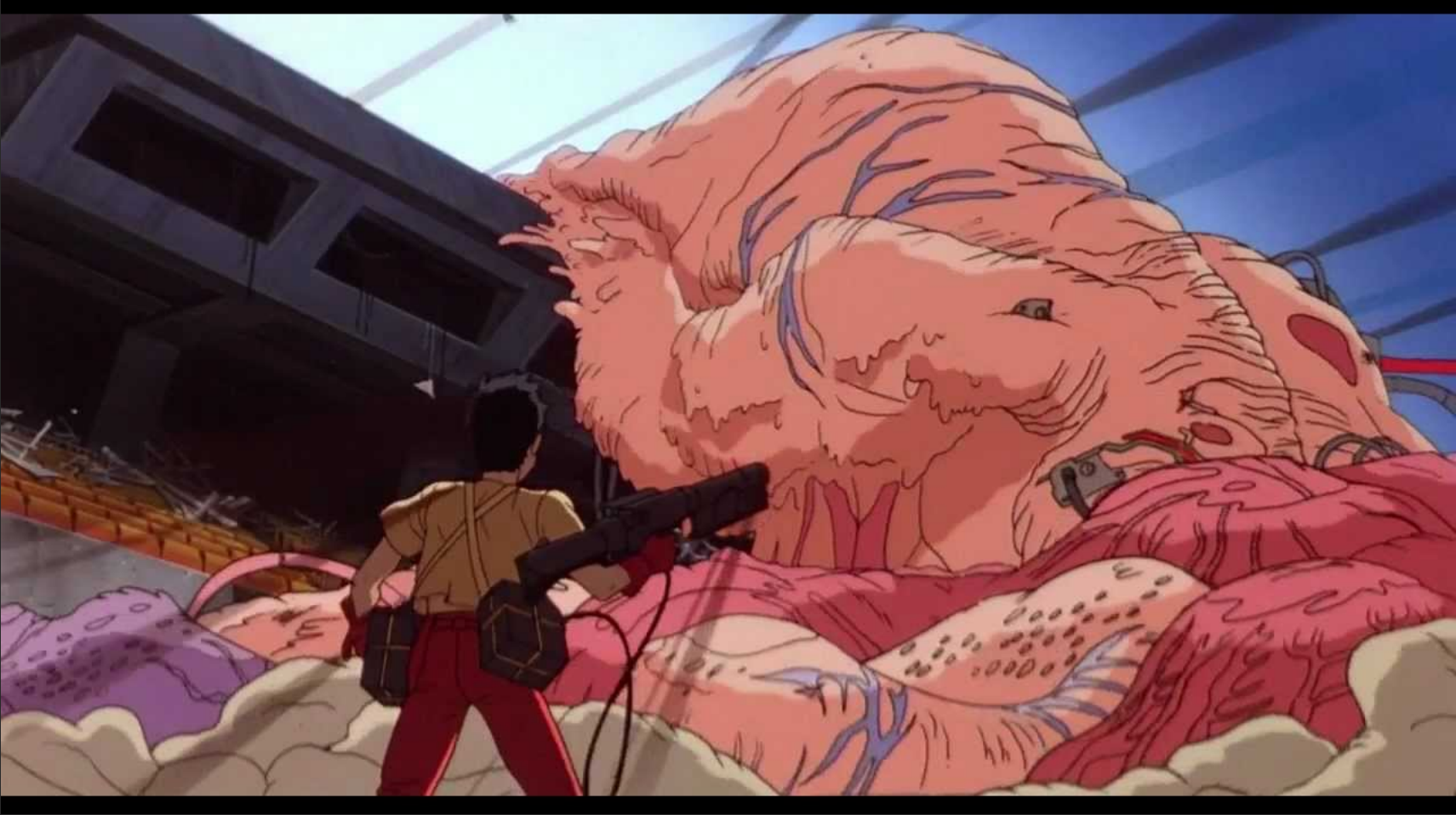
Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **March 17, 2014, 08:06:21 am**

Then give us a link, along with a waiver absolving you of any and all responsibility for driving us into ~~insanity~~ Terryhood. You can't wave a carrot in our faces, just out of our reach!!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 17, 2014, 08:11:45 am**

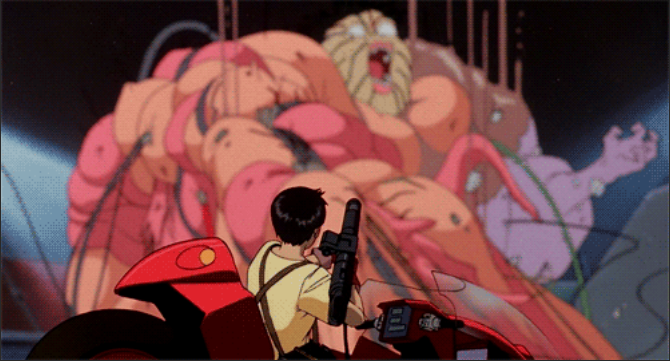
FINE, but I want to scrub my eyes out. Ugh.

[Spoiler: Images of various sizes.](#) (click to show/hide)





Spoiler: And now a lovely gifl (click to show/hide)



Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **March 17, 2014, 08:25:29 am**

Actually, I find that a little amusing. Reminds me of Jabba the Hutt, but as a badass Huttese Monstrosity.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 17, 2014, 08:26:44 am**

You sir require context.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **March 17, 2014, 08:28:27 am**

You shall not be amused, mortal, when I create such a monstrosity to envelop the very clock your computer synchronises to.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 17, 2014, 08:31:43 am**

Quote from: Terry, Twisted Darkness on March 17, 2014, 08:28:27 am

You shall not be amused, mortal, when I create such a monstrosity to envelop the very clock your computer synchronises to.

...Please keep your creations INSIDE cyberspace, oh Duw Anhrefn. Earth is boring and corrupted, yes, but at least we're used to it.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **GentlemanRaptor** on **March 17, 2014, 11:18:21 am**

Quote from: Lolfail0009 on March 17, 2014, 08:31:43 am

Quote from: Terry, Twisted Darkness on March 17, 2014, 08:28:27 am

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Fucker's never kept his stuff inside cyberspace. Wrecked my hard drive a while back, if I remember rightly. Downloaded the Murdermachines save, and then BAM! Need to buy a new one.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **March 17, 2014, 11:57:25 am**

[spoiler=quote pyramid]

Quote from: CaptainMcClellan on March 16, 2014, 01:40:22 pm

Quote from: TalonisWolf on March 16, 2014, 01:11:35 pm

Quote from: Lolfail0009 on March 16, 2014, 02:55:27 am

So Terry watches terrifying anime AND speaks Welsh?
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Terry was insulted by you liking him, and now look:

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"Volte aretal ka haal."

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There was an incident with some clowns.

Terry, please calm down and empower us against the murderous clowns. If you need inspiration for the mass genocide of clowns, I would direct you to a human Stephen King and his Book *It* or the minor demons known as the ICP or the particularly frightening and disturbing internet cancer called "Homestuck". If these do not fuel your wrath against clowny kind, then at least put yourself in a mood for the bizarre by consumption of the works of a human who shares your name, Sir Terry Pratchet. [

[spoiler]

Terry, we need your help to save us from the terror of Astfglian democracy.

Also, that manga monster thingy is pretty tame, compared to the thing I've managed to twist the concept of "Cookie Monster" into. It kills things on par with the Voidspawn with relative ease. Molten chocolate is a very potent weapon, apparently, as is having a mouth resembling a combine harvester.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 17, 2014, 12:54:43 pm**

Haha. Well... I feel as if I'm quite behind on my terror creation. O'course, I prefer a different kind of terror. A more psychological kind or a more surreal. Giant monsters one can just charge madly and eventually kill 'em. After all, we should certainly have enough dwarves.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **March 17, 2014, 12:59:53 pm**

Quote from: Dwarf4Explosives on March 17, 2014, 11:57:25 am

...

Also, that manga monster thingy is pretty tame, compared to the thing I've managed to twist the concept of "Cookie Monster" into. It kills things on par with the Voidspawn with relative ease. Molten chocolate is a very potent weapon, apparently, as is having a mouth resembling a combine harvester.

I like this one. Still not scary as whatever the *true* form of Terry is, but conceivably one of its projects that it got bored of.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **March 17, 2014, 01:36:56 pm**

While I doubt Terry would have a true form, if he has any, it's the weird-haired guy on a skateboard, in short-shorts, as was foretold by the great Anima, in the times of Ancient Deathgate. Oh, well, as they say, cower, puny mortals [/glow](and immortals, but a lot of you were killed the last time anyway, so who cares?), for we shall turn you all into biscuits!

Anima, have you dorfed me yet?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Tune of Dwarves** on **March 17, 2014, 01:59:12 pm**

What is the thing known as Terry?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ckisocoa** on **March 17, 2014, 02:11:47 pm**

[Quote from: Tune of Dwarves on March 17, 2014, 01:59:12 pm](#)
What is the thing known as Terry?
Heehhehhehhehehehhe

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Tune of Dwarves** on **March 17, 2014, 02:12:14 pm**

Fak u
chicken nugger

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **March 17, 2014, 02:12:35 pm**

[Quote from: Tune of Dwarves on March 17, 2014, 01:59:12 pm](#)
What is the thing known as Terry?
Read Deathgate.

EDIT: On second thought this guy is a troll.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Tune of Dwarves** on **March 17, 2014, 02:13:52 pm**

Very well but McClellan told me that as well

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **March 17, 2014, 02:20:40 pm**

Terry is our local Eldritch being, capable of destroying your computer, your well-being, and your sanity. Amongst other things, he is known to watch the anime 'Akira', terrify multiple realities and go skateboarding.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Grombardrim** on **March 17, 2014, 02:34:50 pm**

Honestly? Akira is fucking tame. You want High-Octane Nightmare Fuel?

[Spoiler](#) (click to show/hide)



Wait, that's not it. Here it is (warning: massive fucking pictures).

[Spoiler](#) (click to show/hide)



Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Mr. Strange** on **March 17, 2014, 03:50:18 pm**

[Quote from: GentlemanRaptor on March 17, 2014, 11:18:21 am](#)
Fucker's never kept his stuff inside cyberspace. Wrecked my hard drive a while back, if I remember rightly. Downloaded the Murdermachines save, and then BAM! Need to buy a new one.
What, you too? When I downloaded the save my internet went Error everytime I tried to restart previous session.

[Quote from: Grombardrim on March 17, 2014, 02:34:50 pm](#)
Honestly? Akira is fucking tame. You want High-Octane Nightmare Fuel?
Fran, seriously?

I had more nightmares from End of Evangelion than that.
[Spoiler](#) (click to show/hide)



Smiling Rei is creepy...

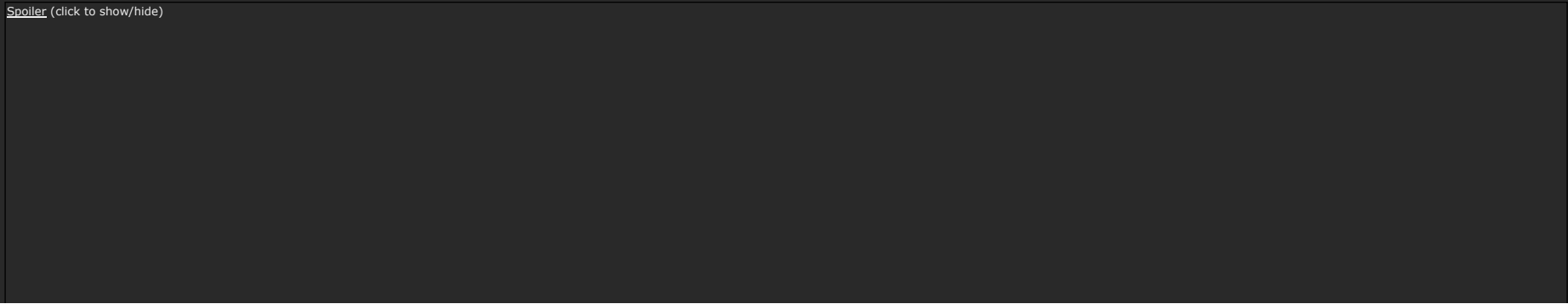
For monsters Berserk and 6000 were pretty good, IMHO.

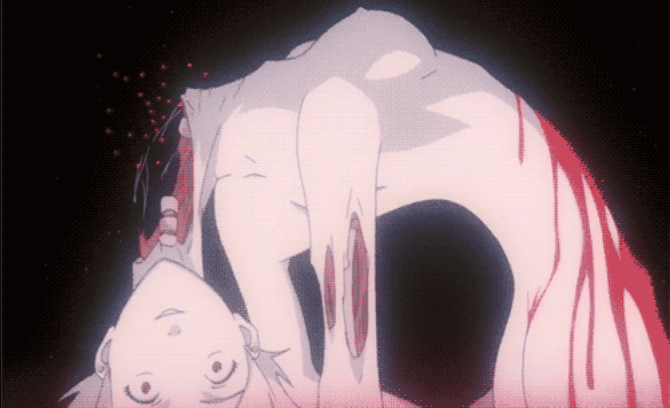
Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Grombardrim** on **March 17, 2014, 04:03:28 pm**

Hey, some of Fran's stuff is fucking disturbing! But yeah, End of Evangelion's pretty creepy. Not exactly nightmare fuel though, nothing with naked Rei Ayanami could ever be. Although, I've gotta say, Battle Royale is fucking *graphic*.
Never read Berserk or 6000, but I did like Claymore's monsters (although that's probably more the fact that they tended to be based off of naked chicks :P).

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **March 17, 2014, 05:19:59 pm**

[Quote from: Mr. Strange on March 17, 2014, 03:50:18 pm](#)
[Spoiler](#) (click to show/hide)





Smiling Rei is creepy...

Is anyone else have a cross of revulsion/terror and is aroused at this? Or am I just a sicko?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **March 17, 2014, 05:24:09 pm**

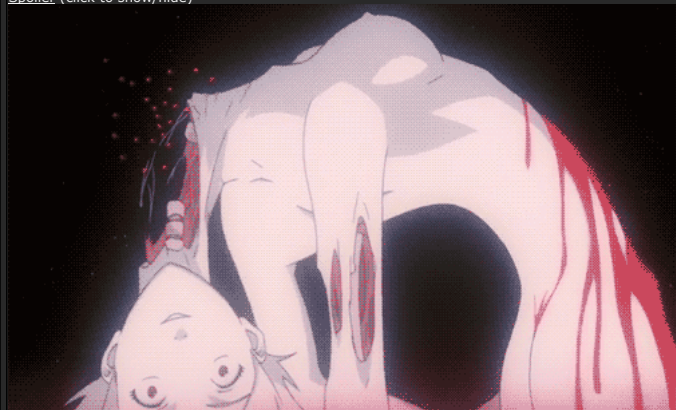
That's just Terry starting to take over your mind. Move along.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AnimaRytak** on **March 17, 2014, 11:42:14 pm**

Quote from: TheSaberTooth on March 17, 2014, 05:19:59 pm

Quote from: Mr. Strange on March 17, 2014, 03:50:18 pm

Spoiler (click to show/hide)



Smiling Rei is creepy...

Is anyone else have a cross of revulsion/terror and is aroused at this? Or am I just a sicko?

Nah, just aroused.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 18, 2014, 12:03:32 am**

ehh doesnt effect me...

for some reason im just bored when i looked at those pictures....and the frist thing that crossed my mind-

thaty looks a tad uncomfterble.....needs more molten fire and doom....not to mention elderitchy dwarves rampaging across the pages with adamantine battle axes and slade warhammers...all for the sake of ripping them al to shreds and tossing molten metal fragments up their asses and then cooling them with their warp piss which spawns even worse elderitchy abominations of chaos that pretyt much takes reality, straps it to a table, and has its way with it in uncountable diffrent ways in both torture and pervertedness, all the while laughing like a lunatic.

in ther background.....rises terry in some mass of shadows, death, chaos, and madness inflicting untold terrors across reality and the warp.

Armok, meet your grandaddy, grandaddy, meet creation and fuck it over so many times you rip it asunder and remake it into your own horrific image.

otherwise known as modern day world called earth with you dear reading sitting at the computer reading this line.

also known as a player of Dwarf fortress...

-

okay now thats over with...who wants to know what our lord and master has cooked up with the magma pumps!!!

plus this shit aint nightmare material...

try watch nyan-cat for 72 hours straight, without bathroom break or sleep...just sitting there watching it...with the headphones or such on at full sound...

or something equally annoying and damn fucked up.

havent done it yet, but dear god what my mind makes up....makes chaos in 40k and warhammer fantasy look tame.

so in essence, when i take the fort for a turn...

!!!RUN!!!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 18, 2014, 02:27:09 am**

Akira is more frightening with sound. The images themselves don't do much.

Now, as for the ONSLAUGHT OF ECCHI THAT FOLLOWED...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Grombardrim** on **March 18, 2014, 03:16:34 am**

Does anyone else just tune out ChaosMaker when he goes on one of his rants and simply label it "average Dwarf Fortress background noise," or is it just me?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 18, 2014, 03:21:51 am**

Quote from: Grombardrim on March 18, 2014, 03:16:34 am

Does anyone else just tune out ChaosMaker when he goes on one of his rants and simply label it "average Dwarf Fortress background noise," or is it just me?

Plot twist: ChaosMaker IS Dwarf Fortress.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 18, 2014, 08:24:36 am**

-_- Can we get back to what we came here for? I don't know about the rest of you but I'm here for violence and mayhem, blood, guts, genocide, and psychopathic rage. NOT vomitting crap monsters and tentacle porn. Be ware ye who takes a turn after me. I have surprises in mind for all the good little dwarves. Muhaha. Iter Vehem Ad Necrem. (Dwarves are my surrogates for all of the things I hate but cannot kill in the real world, so be sure that each dwarf who incites my wrath will learn what the Fortress's name means. Speaking of, have I been added to the list yet?)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 18, 2014, 06:19:36 pm**

In fairness, Talonis asked for it.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 18, 2014, 06:53:23 pm**

Yea.... I guess.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 18, 2014, 10:10:48 pm**

Quote from: CaptainMcClellan on March 18, 2014, 08:24:36 am

-_- Can we get back to what we came here for? I don't know about the rest of you but I'm here for violence and mayhem, blood, guts, genocide, and psychopathic rage. NOT vomitting crap monsters and tentacle porn. Be ware ye who takes a turn after me. I have surprises in mind for all the good little dwarves. Muhaha. Iter Vehem Ad Necrem. (Dwarves are my surrogates for all of the things I hate but cannot kill in the real world, so be sure that each dwarf who incites my wrath will learn what the Fortress's name means. Speaking of, have I been added to the list yet?)

finally somone gets it!!! this is DF...not some random tentcle monster crap.

Quote from: Lolfail0009 on March 18, 2014, 03:21:51 am

Quote from: Grombardrim on March 18, 2014, 03:16:34 am
Does anyone else just tune out ChaosMaker when he goes on one of his rants and simply label it "average Dwarf Fortress background noise," or is it just me?
Plot twist: ChaosMaker IS Dwarf Fortress.

also about time somone realised what was going on!!!

and yeah...i tend to rant allot when im bored out of my mind or get excited about some random doomsday weapon that will never work. like filling carts with lead bars, then launching them at clowns when they come out of the circus, and then for the ones that remain, drown them in a flood of water taken either from the surface from a river/aqueduct, into a resivor about 3 levels deep (with almost the entire map mined out!!!) and then flood hell and turn it into a swampy area of chaos, death, and dwarven piss filled buckets!

also whats the update on the fort? otherwise we get bored and derail horribly...like we did yesterday...

and finally, whens deathgate 3 comming out? (as with the patch itself? just wanna know so i can prepare myself for my own glorious, ~~ruination of the entire fort~~ furtuistic, ~~cover the entire floor in lead and have magma underneath a level below...watch the dwarves burn from the molten lead!~~ and entirely safe!!! ~~!!!FUN WITH ROCKS FALL EVERYONE DIES!!!!~~, and finally a sucessful year of the fort ~~-scream in random fury with the enctivable FPS death, random monster seige, dwarvens being dwarves, and the evilness of socks, also dragons...dont froget the dragons...~~

im going to have a happy time ~~misrible but at the same time laughing my ass off at how many times the fort dies in my turn...not very positive on my chances of surviving any turn beyond year 20 when the seiges get BIG!~~

alright thats a wrap, looking forward to your update on the fortresses situation soon anima, please include what the statistics of the fort is, and maybe a few maps on just how damn well we of murdermachines fucked up the surrounding area and turned it into a fester hell that the circus is jelous off and wants to take it for their own...makes sense on why the clowns leave and try to kill us all when we break through armoks protective layer..shanme for the clowns its not for us, its for them!!! (poor bastards).

wondering if we might manage to change more clowns to the dwarven side of reality soon. (anyone thinking we might get a demon ambassador as a dwarf ambassador soon?)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **chaosgear** on **March 18, 2014, 10:57:06 pm**

I've on break from DF and Bay12 for months... And this game is still running!? Holy crap, you lot are a persistent bunch, that's for sure. How long is the waiting list for a turn, nowadays? Half a year?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 18, 2014, 10:58:38 pm**

Quote from: chaosgear on March 18, 2014, 10:57:06 pm
I've on break from DF and Bay12 for months... And this game is still running!? Holy crap, you lot are a persistent bunch, that's for sure. How long is the waiting list for a turn, nowadays? Half a year?

Waiting list is as warped as Terry's sense of humour.

[Spoiler](#) (click to show/hide)
Also, Zero Punctuation avatar. Nice!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **March 18, 2014, 11:35:03 pm**

Chaosmaker, chaosgear... anyone else see the pattern? Hehehe...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AnimaRytak** on **March 18, 2014, 11:42:47 pm**

I honestly don't know who's next in line.
But my turn will probably be over tomorrow night. So we should probably nominate a new overseer.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 19, 2014, 12:19:30 am**

Quote from: AnimaRytak on March 18, 2014, 11:42:47 pm
I honestly don't know who's next in line.
But my turn will probably be over tomorrow night. So we should probably nominate a new overseer.

I'll take a turn, if nobody objects/thinks someone would be better. I have ways of channeling chaos into order.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **March 19, 2014, 12:21:48 am**

If that happens, I cannot guarantee your safety, serpent.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 19, 2014, 12:23:48 am**

Quote from: Terry, Twisted Darkness on March 19, 2014, 12:21:48 am
If that happens, I cannot guarantee your safety, serpent.

You... don't... frighten... ME!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **March 19, 2014, 12:26:30 am**

Quote from: Lolfail0009 on March 19, 2014, 12:23:48 am
Quote from: Terry, Twisted Darkness on March 19, 2014, 12:21:48 am
If that happens, I cannot guarantee your safety, serpent.

You... don't... frighten... ME!

Yet. It's only a matter of time...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **March 19, 2014, 12:28:30 am**

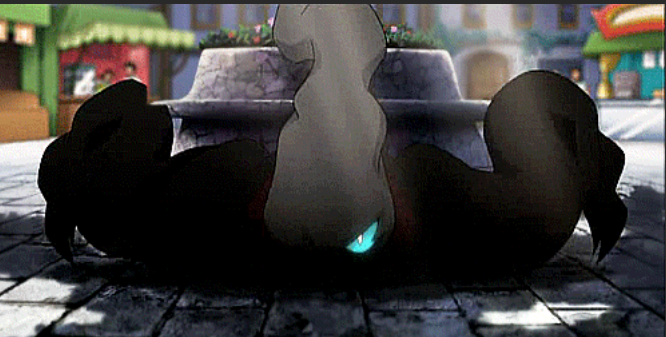
Quote from: Lolfail0009 on March 19, 2014, 12:23:48 am
Quote from: Terry, Twisted Darkness on March 19, 2014, 12:21:48 am
If that happens, I cannot guarantee your safety, serpent.

You... don't... frighten... ME!

...
Do...
you think...
you can best...
ME!!?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 19, 2014, 12:30:19 am**

Bring it.



Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **March 19, 2014, 12:35:38 am**

Don't worry, EIGHTTIMESNINE. I will send you crying back to Skullgirls within a month.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 19, 2014, 12:40:07 am**

Oh, so you've seen my Steam profile, have you? So you'd be that automated comment bot? Pfft. I turned the SecurityTool virus into a console for accessing Notepad++, I can do the same to you. Even so, let's take this to the private message, RA'AKI.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 19, 2014, 08:06:55 am**

Wow, I sleep through one day and then accidentally almost drown a family in a fort that rains blood with vomit-water-blood and *look* what happens. (Contrary to popular belief, many monsters don't like the idea of drowning babies. Why do you think the goblins snatch instead of kill? So really, aren't dwarves worse?) Lolfail, are you trying to incite the wrath of Terry? I wouldn't recommend it. By the power of lung-rot I'll hack this away if I'm able. Also, for better or worse, every single one of us thinks we can best you Terry. After all, do we have much a choice?

Hehheh. I look forward to seeing the results of the next turn still.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 19, 2014, 10:28:17 am**

i vote captain tot ake over....

plus, with terry on a warpath things will get intresting again!!!

also can it lolfail, even if terry is stuck in a machine whos to say it wont start possesing the most powerful figures in the world to getwhat it wants done?

finally looking forward to the next turn, but please keep the fort alive, hopefully for longer then one week...im just a week shy from headin home for round 4 days so i could take my turn afterwards just for practice for deathgate 3.

later dorfs!!! and try to not bring the forum down while im away, this is the only thing keeping my madness from spreading ya know.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Mr. Strange** on **March 19, 2014, 03:48:41 pm**

Meh, we're not even close to real ecchi. I got some Nana to Kaoru (http://mangafox.me/manga/nana_to_kaoru/) if it turns out we need it.

But untill then, isn't talking to Terry (<http://i.imgur.com/VfR4kbg.jpg>) something like him meeting his makers? And if that doesn't end up with Terry having existentialist crisis and crying in fetal position I don't think we are doing it right.

Besides, we still don't know what his favorite show is. Mine is Higurashi No Naku Koro Ni (http://i1191.photobucket.com/albums/z477/x__ani__x/Higurashi.gif). The summer never ends...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **March 19, 2014, 06:15:12 pm**

We technically didn't create it... we just put a label on it when evidence of its existence started piling up.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Mr. Strange** on **March 19, 2014, 07:10:17 pm**

We have an eldritch abomination in the house and good start of discussion that could lead it to beg for his own unmaking. Why aren't we doing it already?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **March 19, 2014, 09:04:11 pm**

Quote from: Mr. Strange on March 19, 2014, 07:10:17 pm

We have an eldritch abomination in the house and good start of discussion that could lead it to beg for his own unmaking. Why aren't we doing it already?

Why destroy Terry if we can harness its power?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **March 19, 2014, 09:33:06 pm**

Quote from: TalonisWolf on March 19, 2014, 09:04:11 pm

Quote from: Mr. Strange on March 19, 2014, 07:10:17 pm

We have an eldritch abomination in the house and good start of discussion that could lead it to beg for his own unmaking. Why aren't we doing it already?

Why destroy Terry if we can harness its power?

Harnessing The power of Chaos like Mako energy...

<https://www.youtube.com/watch?v=j1LTS0vpVjI>

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AnimaRytak** on **March 19, 2014, 11:24:40 pm**

Journal of AnimaRytak, the Voidgod
24th Obsidian, Late Winter

Somehow, a goblin assault group has breached our walls before they were spotted. This is mystifying since, to the best of anyone's knowledge, the walls have no gaps or back entrances.

Of course, the goblins are utterly slaughtered where they stand.

Yet a second ambush occurs moments later on our southern wall. The vulnerability is suddenly made clear.

The weakness in the wall is patched just before the year ends.

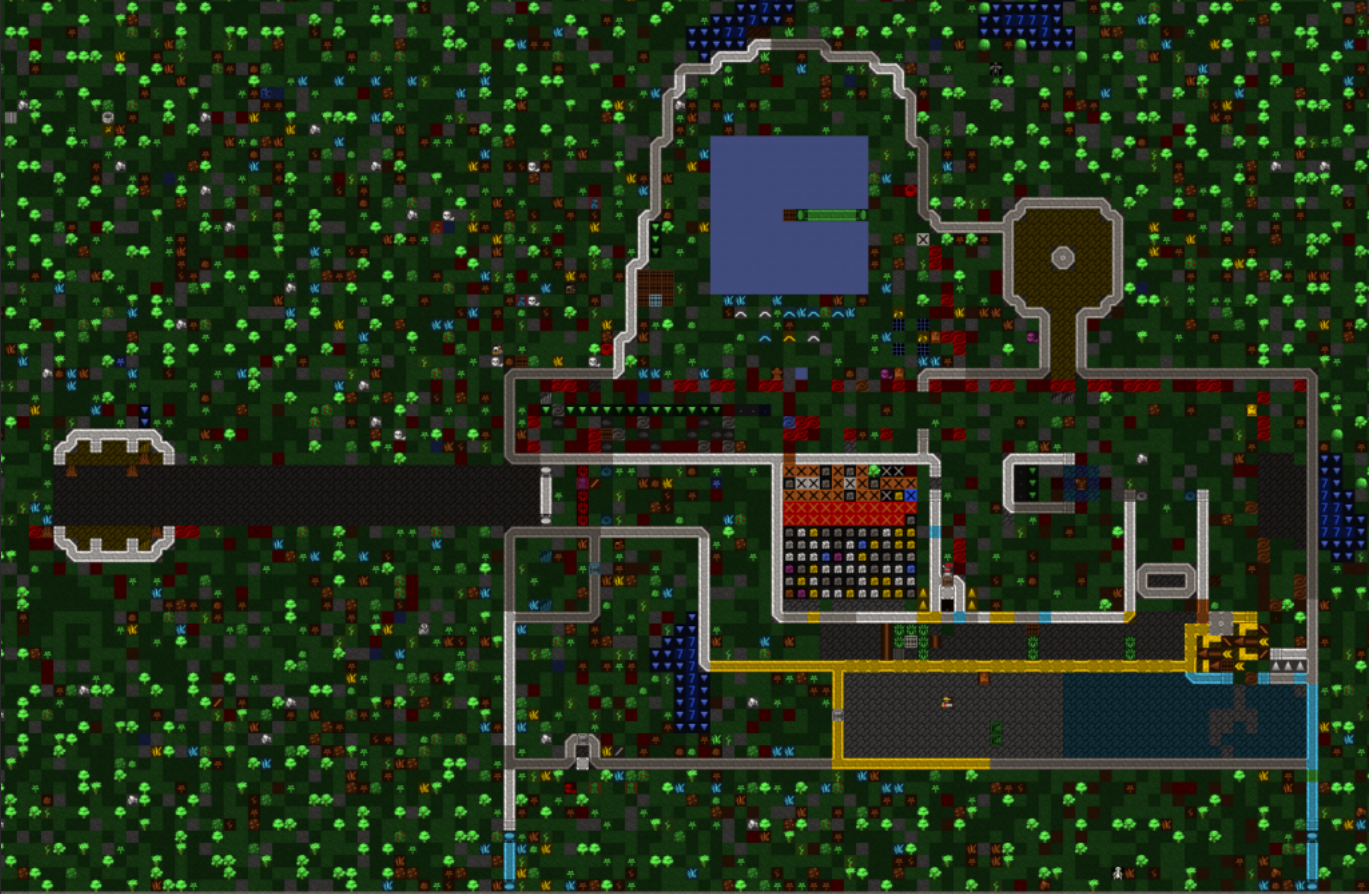
8th Granite, Early Spring

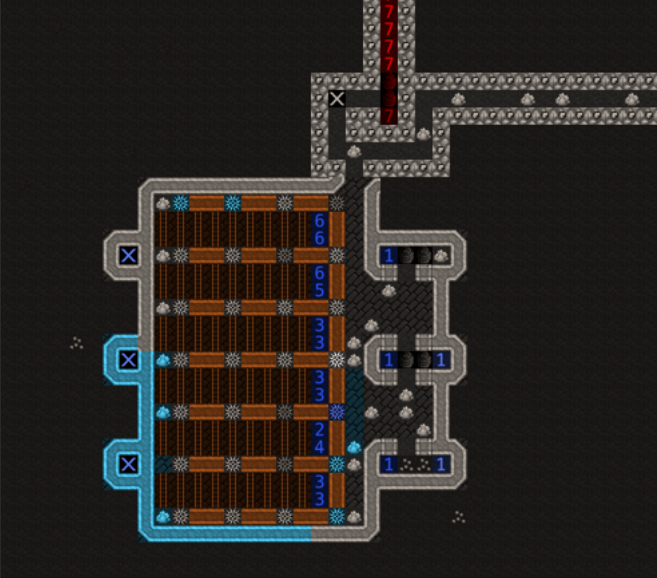
The new BATTERY functions. It did, however, take some of my power to start it up.

18th Granite, Early Spring

My task is finished.

Spoiler (click to show/hide)





My accomplishments are numerous. We have a highly trained, well equipped military. It is small, only ten dwarves, but each one is worth ten goblins. We have a magma pump stack that stretches 111z-levels and has moved our metalworking industry back to the core of Murdermachines. The surface fort has been secured, enlarged, and safeguarded against enemies. We have a road, somewhat completed, that leads into our fortress. Our population has grown significantly, 39 dwarves call Murdermachines home now. We no longer cling to life down in the caverns. We have retaken our home, thrown out our enemies, and restored this land as the dwarven paradise.

Spoiler (click to show/hide)

| | | | | | | | | |
|------------------|---------|-------|------------------|------|--|--------------------|------|------|
| Created Wealth: | 6851351 | | Population: | 39 | | | | |
| Weapons: | 319365 | | Miners | 2 | | Axedwarves | | None |
| Armor and Garb: | 782906 | | Woodworkers | 3 | | Axe Lords | 2 | |
| Furniture: | 370029 | | Stoneworkers | 3 | | Swordsdwarves | None | 2 |
| Other Objects: | 1472086 | | Rangers | 1 | | Swordmasters | 3 | |
| Architecture: | 2821293 | | Metalsmiths | 4 | | Macedwarves | None | 3 |
| Displayed: | 849990 | | Jewelers | 2 | | Mace Lords | 1 | |
| Held/Worn: | 235682 | | Craftsdwarves | 3 | | Hammerdwarves | None | 1 |
| Imported Wealth: | 1159607 | | Nobles/Admins | 3 | | Hammer Lords | 3 | |
| Exported Wealth: | 681 | | Peasants | None | | Speardwarves | None | 3 |
| Food Stores: | | | Dwarven Children | 1 | | Spearmasters | 1 | |
| Meat: | 165 | 6970 | Fishery Workers | 3 | | Marksdwarves | None | 1 |
| Fish: | 77 | Drink | Farmers | 4 | | Elite Marksdwarves | None | None |
| Plant: | 1197 | Other | Engineers | None | | Wrestlers | None | None |
| | | | Trained Animals | None | | Elite Wrestlers | None | None |
| | | | Other Animals | 8 | | Recruit/Others | None | None |

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 19, 2014, 11:29:18 pm**

this...is...glorious!!!

masterfully well done anima! i shall veiw the pictures at a later date but hey! at least your turns done, and captain can begin his year long reign before the madness ets in...

the poor, poor, poor deluded dwarf...

(takes hat off for a moment...then strangles a nearby goblin in a fit of dwarven berserking fury of not having any gnomeblight with said hat)

also-

Quote from: TheSaberTooth on March 19, 2014, 09:33:06 pm

Quote from: TalonisWolf on March 19, 2014, 09:04:11 pm

Quote from: Mr. Strange on March 19, 2014, 07:10:17 pm

We have an eldritch abomination in the house and good start of discussion that could lead it to beg for his own unmaking. Why aren't we doing it already?

Why destroy Terry if we can harness its power?

Harnessing The power of Chaos llike Mako energy...
https://www.youtube.com/watch?v=j1LTS0vpVJI

in the words of the wonderful human named lerory jenkins...

-ALRIGHT GUYS LETS DO THIS!!!! DDDWWWARRRRFFFF FFFFOOOORRRTTRESSSS!!! (charges head-long to find a way to harvest terry into usable elderitchy energy of chaos and detruction....aka:magic in dwarf fortress...)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AnimaRytak** on **March 19, 2014, 11:44:25 pm**

The save, for those interested.[/b]

(http://dfffd.wimbli.com/file.php?id=8485)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 19, 2014, 11:51:09 pm**

Notmenotmenotmeidontwanthimtoshowmethehentaigain

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **March 20, 2014, 12:09:45 am**

Lolfail has fallen. On to the next stage.a

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 20, 2014, 12:51:55 am**

I haven't fallen, I just don't think that THAT should be done like THAT, and have made a tactical retreat from the ruination of my childhood.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **March 20, 2014, 04:58:48 am**

Would anyone ELSE care to defy me?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 20, 2014, 05:02:23 am**

You don't have their Steam names. You can't send them the link.

They will beat you, and I... will kill you.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 20, 2014, 08:09:10 am**

Defiance is but a game. If we defeat Terry it is only because we have, in effect, *become* Terry. And that can only be done if it was destined. By the by, thanks Terry for extending your reach into my mind. On the one hand I appreciate it, because it made my Willedabyss turn much more !!FUN!! on the other I already channel enough beings of darkness. Just a warning, so that you know that your promise to not mess with my turn should extend to other fortresses as well, if you do not comply, I will become a much less amicable being. This may be foretold to be the end of my dwarvish lives, but there's still much I haven't done yet in the past. And certainly I must. And because I must and because I *have*, it will occur. Though I choose not to know how it all ends just yet. I do not think my mind is fully capable of the ramifications of this.

(Also: @everyone: I'm flattered that you want me to play next, but are you sure that's wise? I may be Legendary as an Emissary to the Dark Beasts of the Multiverse, but I'm only a Midling Proficient Overseer. However, unless my typical turn type occurs, I don't imagine that I can mess things up too bad. Hahahahahah! Don't tempt fate, right? We shall see.)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Grombardrim** on **March 20, 2014, 10:27:57 am**

Terry. Aaiello is my Steam Name. BRING IT.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **March 20, 2014, 03:56:57 pm**

I don't have Steam. I am IMMUNE.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **March 20, 2014, 05:47:53 pm**

We are literally going to screw ourselves by provoking Terry.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **March 20, 2014, 06:54:41 pm**

...that sounds like the Dwarven thing to do.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 20, 2014, 10:54:26 pm**

He can only get you guys through DF itself. He only managed to get me because he:
-Fought me in a Skullgirls quick match (and narrowly won)
-Also fought me over the PSS in Pokemon Y, guessing my username correctly
-Sent me a Steam chat request and a link to a very bad thing.

You guys are safe. I'll explain it better when I'm not on with my phone.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 20, 2014, 11:56:54 pm**

wow, glad i didnt do this...but then again....

terry...when i get home...im going to bring on my dwarf face...maybe...if i have the time.

meh, still saying captain should go his turn, hes now curropted enough to be part of the deathgate series, and ill take over next week if possible (hope its either thursday or friday...those two days i should have enough time to get the year done, and some logs up and running...also plenty of wardogs and nasty little critters brewing in the depths of murdermachines in cramped, unholy, and chaotic conditions...this should help breed a mighty force of meathsheilds to which protect our dwarves when the military is busy bashing each others skulls in with rocks...

finally, Captain, welcome to the void..welcome to the body-wraiths...welcome home brother!!! with you dark whispers and ungodly mind turned to...diplomancy...*even if somtimes undwarfy, which turns into ultra dwarfy if you can get the elves to kill themselves* also...show me your power brother...and i shall show you mine.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Grombardrim** on **March 21, 2014, 03:40:06 am**

That link intrigues me. I consider myself immune to internet-based psychological terrors. I want Terry to show me if that is true or not...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 21, 2014, 07:58:05 am**

Quote from: Grombardrim on March 21, 2014, 03:40:06 am

That link intrigues me. I consider myself immune to internet-based psychological terrors. I want Terry to show me if that is true or not...

Spoiler (click to show/hide)
Don't tempt him; the link is Pokephilic.
THERE I SAID IT. TERRY'S A POKEPHILE, THE FREAK.

Or he is immune to childhood-destruction.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 21, 2014, 08:19:47 am**

Quote from: Lolfail0009 on March 21, 2014, 07:58:05 am

Quote from: Grombardrim on March 21, 2014, 03:40:06 am

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I know what to do. First you need to take a bath for two hours on the hottest setting that doesn't make your skin start blistering and coming off in sheets. (Unless you're really worried.) While doing that you need to listen to a carefully selected series of noises through the highest quality noise cancelling headphones. At the same time you need to listen to certain 8-bit tunes. (I'd suggest "Magican't" from MOTHER, but that's just me. Do what you're comfortable with.) While doing that, stair crosseyed at the showerhead until you get a headache. Burn lavender incense and as best you can think of the earliest point in your life that you would consider yourself "uncorrupted." Boil it down into a formula and overlay it over the offending thoughts. Then REPRESS IT. If you claim you don't know how to repress memories, you are either lying or just do it so quickly on instinct that you have no need of this method anyway. Then once your happy childhood memories are good and repressed along with the offending content, think only in terms of the future as much as possible. There, you have successfully purged your mind for the moment. Warning: This has all kinds of ways of backfiring. The idea is that when you try to think on the horrors you witnessed you'll instead be redirected to a distracting childhood moment to hide in. This can and probably will work in reverse depending on how you do it. That said, most people don't reminisce on their childhood *too* much, so you'll all probably be ok. Just try to remember, you're not trying to merge the feelings, you're trying to cover them with better ones. If you merge them, you'll become that which you felt "ruined" something in the first place.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 21, 2014, 08:21:24 am**

Quote from: CaptainMcClellan on March 21, 2014, 08:19:47 am

Quote from: Lolfail0009 on March 21, 2014, 07:58:05 am

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...Did the maddest human on this thread just offer me psychiatric advice?

Not complaining; I'm quite thankful; but still...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 21, 2014, 08:23:57 am**

Quote from: Lolfail0009 on March 21, 2014, 08:21:24 am

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Not complaining; I'm quite thankful; but still...

Yes. And, you're welcome.

((By the by: Psychologists lie. Repression is the best, and occasionally only, way to deal with something in any way that can be considered "succesful". The alternatives are as follows: drugs, mass-murder, sexual deviancy, joining debate teams, becoming a politician, and/or occasional manic episodes involving running around in a circle. (And once you go down the path of politics, all will happen.) Talking things out DOESN'T work, because then you just remember the thing that scarred you in the first place. It's like taking a nicely formed scar from a car-wreck and cutting it open because you don't like the shape of the scar.))

EDIT: Debate teams are the gateway action. From there, it's politics. From there, everything else.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 21, 2014, 08:25:40 am**

Oh, I'm not 'scarred'; I just *really*... almost **worry** for Terry. Although the link was disgusting.
But still, I'm mentally fine (relatively).

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 21, 2014, 08:26:13 am**

Mm. Ok. If you're fine then, let's work on Terry.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 21, 2014, 08:26:55 am**

YOU work on him; he likes you.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 21, 2014, 08:28:24 am**

Haha, right-o. Everyone else feels the same way, yes?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 21, 2014, 08:34:33 am**

@LolFail: Also, when I looked at your profile pic earlier, it was messed up and I thought that had signified that Terry took out his wrath on your account.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 21, 2014, 08:38:00 am**

[Quote from: CaptainMcClellan on March 21, 2014, 08:34:33 am](#)
@LolFail: Also, when I looked at your profile pic earlier, it was messed up and I thought that had signified that Terry took out his wrath on your account.

No, I'm in the "We Are Our Avatars: Bay12 Edition" RTD (<http://www.bay12forums.com/smf/index.php?topic=136105>). My avatar got megacorrrupted by something called Cyrydiad (it's not Terry; it's more like... schizophrenia, or maybe multiple personality disorder... crossed with a brain hemorrhage.), so I made a version of my avatar to reflect that. I'm a good player :P

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 21, 2014, 08:40:41 am**

No I mean, worse than that. It was as if someone had cut your avatar into horizontal strips then rearranged it. It was a passing glitch as it's back to normal now.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 21, 2014, 08:42:11 am**

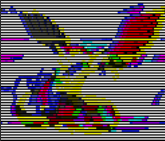
[Quote from: CaptainMcClellan on March 21, 2014, 08:40:41 am](#)
No I mean, worse than that. It was as if someone had cut your avatar into horizontal strips then rearranged it. It was a passing glitch as it's back to normal now.

Yeah, I did that.

Original:



Glitched:



Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 21, 2014, 08:45:14 am**

Ah.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **March 21, 2014, 03:18:54 pm**

[Quote from: Lolfail0009 on March 21, 2014, 08:21:24 am](#)
...Did the maddest human on this thread just offer me psychiatric advice?
Not complaining; I'm quite thankful; but still...
Sig'd. That's 2 sigquotes in as many minutes. New Record!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 21, 2014, 11:07:06 pm**

whelp lads, were still going strong if one of our maddest dorfs gives out actual advice that works...
now then there's just the little stinge of who's taking the fort now...
im only available to take over the fort next week, 6 days from now at the earliest.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 21, 2014, 11:23:49 pm**

Yeah. I can do it, but I've got a meet thing that'll be taking most of the next few days. I'd probably only play on the way there and back. (Granted, that's three solid hours each way.) So, that's up to you guys.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 22, 2014, 01:53:39 am**

well lets see what you get done, ill take over after 6 days if you wish. (finish both our turns, though that's up to anima if its allowed or not)
that and I cant wait to see what you do to our glorious pit of madness, despair, and chaos...not to mention the death of everything not dwarven, or void-wraith, and the occasional Zoo animal/creature/guest.
only problem is what am I going to do with the fort...hmmm...anima do we have giant spiders at murder-machines caverns?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 22, 2014, 01:58:32 am**

Ok. Grabbing the save now.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **March 22, 2014, 02:04:49 am**

...
I stand by my word. You have one year to fortify.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 22, 2014, 02:07:39 am**

Oh, hallo Terry. Yes, I remember. Also, just so you're not tempted to mess with anything else , I'll be playing your fort inside a virtual filesystem. I do trust you to at least keep your word about the fortress. So we shall see what shall become of that shortly. I suppose I'll see you again very soon then?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **March 22, 2014, 03:31:42 am**

Aren't you a clever mortal...
It's a crying shame that the further from reality we get, the stronger I become. In trying to save yourself with a virtual system, you've raised my power by a factor of 734/29.
Luckily for you, I'm an honorable gentleman who stands by his word.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 22, 2014, 03:36:06 am**

I'm sure you are. And I'm sure you do. However, distancing oneself via abstraction can protect oneself in certain circumstances. In these, it protects my data from accidental or 'accidental' exposure to your corrupting touch.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 22, 2014, 03:38:38 am**

...Would either of you two be opposed to me crafting a piece of music to reflect this? Because this will be EPIC.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 22, 2014, 03:41:02 am**

Not at all, go right ahead.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 22, 2014, 03:43:05 am**

...Fucking hell, McClellan's gone Super Saiyan.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **March 22, 2014, 03:46:33 am**

Oh, a musical piece, Lolfail? Will you get Midi and Wave to sing?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 22, 2014, 03:47:59 am**

Hmm. Don't mock, he might have something yet.

((On an unrelated note, when was the last time the MurderMachines' TVTropes page was updated?))

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 22, 2014, 03:53:06 am**

Leave my Meloetta out of this, Terry. They flattened you and your Banette/Absol duo.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **March 22, 2014, 08:53:24 am**

WILL EVERYONE STOP DEBATING WITH THE INCARNATION OF INSANITY AND GLITCHES THIS IS A TERRIBLE IDEA STOP

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **March 22, 2014, 10:59:33 am**

Quote from: TheFlame52 on March 22, 2014, 08:53:24 am
WILL EVERYONE STOP DEBATING WITH THE INCARNATION OF INSANITY AND GLITCHES THIS IS A TERRIBLE IDEA STOP
Its a dwarven idea.
Quote from: Terry, Twisted Darkness on March 22, 2014, 03:31:42 am
Aren't you a clever mortal...
It's a crying shame that the further from reality we get, the stronger I become. In trying to save yourself with a virtual system, you've raised my power by a factor of 734/29.
Luckily for you, I'm an honorable gentleman who stands by his word.
Honorable? Gentleman? Word? Stand? An?
... This thread has definitely shattered my sanity. WHOOO

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 22, 2014, 01:17:34 pm**

Quote from: TheSaberTooth on March 22, 2014, 10:59:33 am
Quote from: TheFlame52 on March 22, 2014, 08:53:24 am
WILL EVERYONE STOP DEBATING WITH THE INCARNATION OF INSANITY AND GLITCHES THIS IS A TERRIBLE IDEA STOP
Its a dwarven idea.
Quote from: Terry, Twisted Darkness on March 22, 2014, 03:31:42 am
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It's a crying shame that the further from reality we get, the stronger I become. In trying to save yourself with a virtual system, you've raised my power by a factor of 734/29.
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Honorable? Gentleman? Word? Stand? An?
... This thread has definitely shattered my sanity. WHOOO
Quote from: Lolfail0009 on March 22, 2014, 03:43:05 am
...Fucking hell, McClellan's gone Super Saiyan.

so damn dwarfy....guys I think Im loving this damn thing!!! let the insanity debate team continue on! im sure our madness will spread until if itsfects the rest of the forums...and then The One Called Toady...then? *The World*

still the idea of Terry being a gentlemen, honorable, and standing by its word...

Horrific lies of the worst sort that will drive a man to Dwarf Fortress to Embrace the Darkness that is the Carp!!!

on a side note: is it possible to tame Carp? If so...then dammit im going to find a way to tame a couple of the fish of evil, and give them a nice little moat around murder-machines to live in!!! Looking forward to your turn Captain!!! may it be Free of Terry's dark embrace. then again being a creature of the Horrific ocean of madness and despair I might start screwing with the fort just by random crap happening...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Gentlefish** on **March 22, 2014, 02:24:17 pm**

Oh man I'm lurking this thread so hard.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Grombardrim** on **March 22, 2014, 02:43:50 pm**

Okay. Seriously. What do I have to do to get Terry to destroy my childhood/mind for me!?

Also, sorry Terry, but to me the incarnation of glitches will always be MISSINGNO.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **March 22, 2014, 03:35:31 pm**

"MISSINGNO"? Wat that?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 22, 2014, 04:49:12 pm**

Terry's Vacationing name, remember its expanded out of the internet, who's to say it hasn't taken over time and space as well and were just living inside a dwarf fortress while playing dwarf fortress...actually that means the government is playing dwarf fortress with us and terry is playing dwarf fortress with them and were playing dwarf fortress blaming terry for the weird shit that happens, and the cycle continues...

holy fuck I just solved why the fuck our reality is so crapped up!!!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **March 22, 2014, 06:08:53 pm**

That... actually makes sense. Quite an accomplishment, considering who typed it up... they pretty much personify 'Wall of Text'.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 22, 2014, 07:22:23 pm**

Woot!!!

also I think terry's primal form was the Blue Screen of Death in the early days of windows...or was the cause of it.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 22, 2014, 07:47:01 pm**

So wait, let me try to recap this:
-Terry, the Chaos, speaks with a red glow, but is also Darkness, thus has black text.
-McClellan, the Order, speaks with a blue glow, but is also Darkness as well.
-ChaosMaker is pure chaos, so he's just red text.
-Am I just Darkness, then? Or something?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **March 22, 2014, 08:37:24 pm**

You are beyond comprehension, your casual defiance in the face of Terry the Terrible Terror beyond the scope of understanding.

I, on the other hand, am a mere acolyte. An underling. Which means, of course, that I hear things. Terrible truths, betrayal, I've heard it all. And survived.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 22, 2014, 08:40:10 pm**

Quote from: TalonisWolf on March 22, 2014, 08:37:24 pm
You are beyond comprehension, your casual defiance in the face of Terry the Terrible Terror beyond the scope of understanding.
I, on the other hand, am a mere acolyte. An underling. Which means, of course, that I hear things. Terrible truths, betrayal, I've heard it all. And survived.

bout time someone understood their standing!!!

Quote from: Lolfail0009 on March 22, 2014, 07:47:01 pm
So wait, let me try to recap this:
-Terry, the Chaos, speaks with a red glow, but is also Darkness, thus has black text.
-McClellan, the Order, speaks with a blue glow, but is also Darkness as well.
-ChaosMaker is pure chaos, so he's just red text.
-Am I just Darkness, then? Or something?

Nah your part of the void-wraiths, so your heritage tends to come through from time to time. Plus if I were you I would avoid carp for the next few days...just saying (then again as im basically chaos incarnate, you don't know if im being helpful of malicious!!! that's what makes it all worth while!!!)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 22, 2014, 09:03:14 pm**

Oh, dear Chaosmaker... I am MUCH more than a mere Voidwraith. As for whether or not you can be trusted...
Must I bring quanta into this equation? I doubt even Terry could understand me when I start spellslinging pure possibility at him.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **March 22, 2014, 09:13:36 pm**

Four-dimensional theoretical quantum physics, at best. I come from a plane with EIGHT temporal dimensions, and no less than SIXTY-THREE spatial ones.
Fourth-dimensional quanta are obsolete.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 22, 2014, 09:57:41 pm**

...How the fuck do you exist...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **March 22, 2014, 10:09:01 pm**

Ah, but it's not that Terry shouldn't exist, but rather that we shouldn't exist. Out of jealousy, we try to lash out at Terry on a conscious and subconscious level.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 22, 2014, 10:25:44 pm**

...Damned ultrahyperbolic spacetime.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Gentlefish** on **March 22, 2014, 11:27:40 pm**

How about I make a post?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 22, 2014, 11:30:00 pm**

Neither. We all are as we are for the purpose of what we are. So why can't we all just get along instead of bragging? Ten thousand or one, it doesn't matter. Let us continue life, shall we? Chaos is one thing, but provocation to war will not be tolerated. I have successfully taken the fortress to myself, but as of yet I have not entered. Terry, I stand at the door of Deathgate. Any last words?

I shall let everyone know tommorrow how it goes. :D I look forward to this extreme challenge, and thank you for the honour you've bestowed on me. That is, by promoting me to the forefront of a new experiment in living kind.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **March 23, 2014, 12:43:13 am**

I believe I speak for Voidwraith, Overseer and Duw alike when I say that I look forward to this year.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 23, 2014, 12:46:37 am**

And I believe I speak for McClellan's computer when I say HOLY FUCKING SHIT WHAT.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **March 23, 2014, 01:17:33 am**

Quote from: Lolfail0009 on March 23, 2014, 12:46:37 am
And I believe I speak for McClellan's computer when I say HOLY FUCKING SHIT WHAT.

I was eating when I read this... not only did I almost choke to death, but now I have Spaghetti to peel off the wall. Thanks.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 23, 2014, 01:26:50 am**

Quote from: TalonisWolf on March 23, 2014, 01:17:33 am
Quote from: Lolfail0009 on March 23, 2014, 12:46:37 am
And I believe I speak for McClellan's computer when I say HOLY FUCKING SHIT WHAT.

I was eating when I read this... not only did I almost choke to death, but now I have Spaghetti to peel off the wall. Thanks.

bows

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **March 23, 2014, 01:28:03 am**

decapitates while target is bowed

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 23, 2014, 01:29:05 am**

Stop messing around, you have spaghetti to clean, and then an update to wait for, shivering!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **March 23, 2014, 01:32:13 am**

I got my mindless minions doing that thankless task while I whittle my time waiting away for the update by coming up with various nefarious schemes for your demise. Dropping you into a pit of starving and cranky Pokemon seems ironic enough.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 23, 2014, 01:34:23 am**

Oh, the Aron-y...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 23, 2014, 01:59:56 am**

Chaosmaker cancels reading:is to amused by the posts
Chaosmaker cancels laughing: cannot breath
Chaosmaker cancels pyshics: breaks the laws of pyshics to continue laughing

Congrats on taking the fort mighty overseer! try to not mind the red stains of the fort and the decorations, morder is our summer home when were away from murdermachines (considering it murdered us around 3-4 times now!) im looking forward to your, investment, in our future.

(needless to say congrats on taking the fort diplomat of deathgate! a champion who can stand against terry and win while the rest of us are either openly defying everything it is, (being dorfs), worshipping it (dwarfy style), or plain as hell-bent on making chaos and desctruction on wheever I go! (ME) anyway good luck on your year! try to not die horrible due to some kolbolds will you? we cant let them get a big head after all...)

oh and a side note:

Taloniswolf and Lolfail0009 cancel living: are both turned into warpspawn that explode on contact with a computer, then reverted into pokemon from the inside out...then finally after all said and done, you are reading this pointless piece of information while im sitting back laughing my ass off in the warp waiting for my chance to have a go at murdermachines!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **March 23, 2014, 02:15:08 am**

Chaosmaker cancels evil cackle:realizes it is well within the realm of possibility that the fortress will fall, even without Terry's malevolence.

...

Actually, is it possible Terry is trying to save us from ourselves?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **March 23, 2014, 02:18:57 am**

Quote from: TalonisWolf on March 23, 2014, 02:15:08 am
Actually, is it possible Terry is trying to save us from ourselves?

HA! HAHAAHAHA! Hahaha... ehehe... hoo.

No.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 23, 2014, 02:21:15 am**

Quote from: Terry, Twisted Darkness on March 23, 2014, 02:18:57 am
Quote from: TalonisWolf on March 23, 2014, 02:15:08 am
Actually, is it possible Terry is trying to save us from ourselves?

HA! HAHahaha! Hahaha... ehehe... hoo.
No.

I'm sigging the words of a Chaos god... Never thought I'd see the day.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **March 23, 2014, 02:22:48 am**

Deny it all you want, but I'm still here. Despite being so arrogant to test you by adding you to my "buddy list", then sending a PM to you saying as much. You're getting soft.
Ninja'd: Nice sig. Wish I'd have thought of doing so, but too late now.
Edit:I got this in a PM from Terry:

Quote from: Terry, Twisted Darkness on March 23, 2014, 02:28:00 am
Chit probynnig meprof. Quagwelem quosudiwe fuiddt.

A translation would be quite welcome. I am only mortal, after all.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Grombardrim** on **March 23, 2014, 04:14:14 am**

It's Pig Latin. What Terry actually means is: "Hitc Gprobynni Fmepro. Mquagwele Equosudiw Tfuidd."

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 23, 2014, 05:05:24 am**

Looks like Latin and Welsh had a one-night-stand, and the kid's the language that Terry speaks...
How fucking hard that would be to pronounce... Terry, do you have, like, five mandibles or something?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **March 23, 2014, 06:25:11 am**

Don't be foolish. It's easy to pronounce with a human mouth.
"Keet prob-yin-nig may-profe. Kwarg-well-lem kwo-soo-dee-way fwee-d-t."

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 23, 2014, 06:57:29 am**

...
That's actually really nice to say.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **March 23, 2014, 09:16:52 am**

Really, Terry talking to us directly makes him slightly less terry-fying. Even some of the stuff that has gone in DF From Scratch seems worse (and that's a mod, not even an actual story), to tell you the truth (walls of blood, creatures whose skeleton comes off if you shear them, creatures lacking lungs, etc, etc.).
I wonder how much hacking Anima did during his turn. There's no way we managed to salvage this place, which used to resemble what Tokyo would look like if the Kool-Aid whatever was a kaiju, using normal means.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **March 23, 2014, 10:58:54 am**

ENOUGH!
This has gone on far too long. I must call upon the powers of light and order to banish you from the thread.
BEGONE, FOUL CREATURE! YOU ARE BANISHED FOR A YEAR AND A DAY FROM THIS THREAD AND THIS FORTRESS!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Grombardrim** on **March 23, 2014, 11:04:30 am**

Light? Order!? You FOOL! Terry is not a member of this thread, he IS this thread! WE ARE TERRY.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **March 23, 2014, 12:46:41 pm**

That's an insult to Terry! Take it back before we're all [REDACTED]!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 23, 2014, 02:47:55 pm**

Dawn of the First Day, 20th Granite: This is the legendary MurderMachines? This is the tamest fortress I've ever seen! Well stocked, well armed, well defended, armed with magma. No invasions, only four ghosts. There's only a single uninvited guest. Nothing's flashing, nothing's about to explode. Everyone's happy. Everything's still green and serene on the surface. Only 1114 dead? Ppft. Terry or not, I've got this. I could build a dwarven heaven here. Not just that, one that the leaders of the original will be jealous of. Instead, I think I'll just make a bunch of murder-machines to puree all dwarven foes. First though to claim my avatar... and make a beekeeping industry. I want mead dammit! Ah-ha... Lovely. A gemworker. My preferred profession. Congratulations Likot Alathborlon, you have become my vessel and you will bear my name. As there was an opening among the nobles, I have appointed my vessel as sheriff. I suppose an office befitting our station is necessary. I have claimed a conveniently available room and order the proper treatments to be built. Hmm... I think that perhaps we ought to make an end of Baru.
Beautiful in a dark dwarfy way, plus captain looking back a few turns, this is probably the most tame time of the fort, considering we lost it to kobold's, a FB, goblins, and voidspawn! Also I deem TheFlame52 a heretic to the ways chaos, madness, and despair...along with a healthy does of death and destruction!!! all in favor of sending his vessel into containment where he will spend the rest of its short miserable life in solitude? Also only the worst prepared food to be dumped into his cell from above and worst drinks we can think of? Also the next 5 incarnations of TheFlame Say Aye, flame as the condemned you don't get a vote.
also if the fort falls...well that means some time waiting for the next fort! besides....WE ARE TERRY!!! the avatar of terry is just the byproduct of our madness and despair...as well as the fps death and save corruption from the original deathgate.
that and it seems red/black is the color of our corrupted members of the fort/thread, while blue/any-light-color seems to be the order part of the fort...also anyone thinking on giving terry a shot at the fort?...
chaos-maker cancels typing: bursts into uncontrolled laughter of a dark thirsting god of the warp
...
...
...
That's dwarfy...let the epitome of madness and the void/everything dark and curropted about us have a go at the fort...THIS....I want...to...ssseeee!!!!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Mr. Strange** on **March 23, 2014, 06:13:46 pm**

Remember, one year till fun starts.
What terryfying things will come, I wonder...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 23, 2014, 07:02:04 pm**

Now McClellan, there's confidence, and then there's arrogance...
Please don't anger Terry overmuch.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **SanDiego** on **March 23, 2014, 07:02:59 pm**

The sheer amount of bughouse insanity in this thread is disconcerting me, and that's saying something.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **GentlemanRaptor** on **March 23, 2014, 09:21:35 pm**

Quote from: SanDiego on March 23, 2014, 07:02:59 pm
The sheer amount of bughouse insanity in this thread is disconcerting me, and that's saying something.
Err. Um. If I may...

WHAT IN THE ACTUAL FUCK IS EVEN HAPPENING?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 23, 2014, 10:04:10 pm**

Quote from: GentlemanRaptor on March 23, 2014, 09:21:35 pm

Quote from: SanDiego on March 23, 2014, 07:02:59 pm

The sheer amount of bughouse insanity in this thread is disconcerting me, and that's saying something.

Err. Um. If I may...

WHAT IN THE ACTUAL FUCK IS EVEN HAPPENING?

Revenge against Terry for all lost data, storage units, computers and sanities.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 24, 2014, 01:48:53 am**

Well friends, in a fit of interestingness MurderMachines decided to corrupt to oblivion. Of course, I naturally blamed Terry, sure that he was the cause. On further inspection, however... it appears that my Dwarf Fortress copy's own quirks were to blame. They were unable to match the power of MurderMachines. It was this same issue that prevented me from posting screencaptures of a previous fortress, Willledabyss. However, with some settings tweaked I appear to have stabilized things. However, work begins anew...

Dawn of the first day, 8640 hours remain.

I would like to reiterate, Terry did not cause this particular issue. At least not directly. Nonetheless, Murdermachines is calm and fine until I try to put it in stasis to engage in other activity.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 24, 2014, 05:46:11 am**

The synthesiser inhales and opens her eyes. She shall soon sing.

OH MY GOD I FOUND THE BEST SYNTH SEQUENCE EVER FOR THE TERRY/MCCLELLAN SHOWDOWN

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 24, 2014, 10:28:22 am**

Lolfail0009...you must post the link, chaos demands it!!! And see captain, weird shit always happens around murdermachine's and DF in general. I cant wait for my turn, though itll have to be a Friday to play....and I only got 3 days to mess around with the fort, plenty of time for me to get my year done me thinks!

Quote from: Lolfail0009 on March 23, 2014, 10:04:10 pm

Quote from: GentlemanRaptor on March 23, 2014, 09:21:35 pm

Quote from: SanDiego on March 23, 2014, 07:02:59 pm

The sheer amount of bughouse insanity in this thread is disconcerting me, and that's saying something.

Err. Um. If I may...

WHAT IN THE ACTUAL FUCK IS EVEN HAPPENING?

Revenge against Terry for all lost data, storage units, computers and sanities.

well you guys should've lurked enough, but to tell you the truth what happened was chaos!!! captain trying to bring order and then TheFLame going heretic, (still waiting on the vote folks otherwise im just dumping his dwarf into hell the first chance I get!) and considering the revenge, I doubt its possible, remember this is just a small part of terry were facing, because we ARE terry. well we made it anyway...deathgate has never been more proud!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **March 24, 2014, 10:33:12 am**

Can we return to plain text? Coloring it in red and such makes it hard to read.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **March 24, 2014, 02:32:22 pm**

Quote from: ChaosMaker on March 23, 2014, 04:03:28 pm

Also I deem TheFlame52 a heretic to the ways chaos, madness, and despair...along with a healthy does of death and destruction!!! all in favor of sending his vessel into containment where he will spend the rest of its short miserable life in solitude? Also only the worst prepared food to be dumped into his cell from above and worst drinks we can think of? Also the next 5 incarnations of TheFlame Say Aye, flame as the condemned you don't get a vote.

Ha! I don't *have* a dwarf! Codemn me all you want!

Also, it appears I have been successful in banishing Terry from the thread. He hasn't posted yet!

Quote from: Dwarf4Explosives on March 24, 2014, 10:33:12 am

Can we return to plain text? Coloring it in red and such makes it hard to read.

ChaosMaker, can you post in red instead of maroon, please? I find it hard to read too. I have to highlight your text to read it.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 24, 2014, 05:38:50 pm**

I can read all of the text fine. Also, sorry for not getting more done as of yet. My entire operating system failed and my harddrive is dead. My friend's laptop is probably also going to die due to my posting here.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **March 24, 2014, 07:39:48 pm**

I... swear that wasn't me. I've been baking scones for Cthulu-senpai.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 24, 2014, 07:47:54 pm**

... You have gone soft.
Spoiler (click to show/hide)
Cthulu... senpai? O.o

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **March 24, 2014, 07:52:01 pm**

Quote from: Terry, Twisted Darkness on March 24, 2014, 07:39:48 pm

I... swear that wasn't me. I've been baking scones for Cthulu-senpai.

So in the end, Cthulu beats even Terry.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 24, 2014, 09:48:49 pm**

okay...what the hell!?! I went away for a few hours and....Order...comes to the forum?!

were getting soft guys...where's the blood, guts, and glory? where's the screams that were being drawn from the dying dead? Ill tell you where, our true enemy has passed over us like blood rain over the mountains, and smoke and ash blowing through the plains of morder. Our times in murder-machines are seemingly coming to a end fellow dwarves...do we sit down and grumble as order comes to the fort and no !!!FUN!!! things happen for the rest of murdermachines days!?! I Say nay! I say we invade the circus!!!!

now that little speech is out of the way, it seems terry is watching to much anime...from the school version of it anyway, seriously though, you watching English dub or sub?

Quote from: TheSaberTooth on March 24, 2014, 07:52:01 pm

Quote from: Terry, Twisted Darkness on March 24, 2014, 07:39:48 pm

I... swear that wasn't me. I've been baking scones for Cthulu-senpai.

So in the end, Cthulu beats even Terry.

cause it seems to me terry your losing your touch...BIG TIME!!!! Eldritch up you godless being of madness and murder!!! where's the threat of you hanging over our heads like the sword of democoleas?!? Who the hell do you think you are for going soft on the damn fort!!!! Are you going to let some different watery dimension space squid come onto your damn tuffi?! Eldritch up dammit!! cause mahem, havoc, death, and ruination of untold scale you spineless (metaphorically, not sure if you even have a spine) sod of a dark god of chaos!!!! I didn't get born from the agonizing, warp-driven death from that dwarf carrying the Red Monster Sword, and I sure as hell didn't wait to break out of that damn thing when the fortress finally suffered your birthing wrath just for you to get soft dammit!!!! now get you ugly ass behind moving and tear the shit out of any other so called dark god and rip them all a new one for daring to take on your damn turf!!!!

NOW GET MOVING YOU SOD!!!

now that ive sufficiently either angered or motivated our chaotic god of madness and despair, we should be seeing more !!!FUN!!! soon.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 24, 2014, 09:56:18 pm**

Chaos. Chaos. CHAOS.

NEVER GET BETWEEN A MAN AND HIS SENPAI. OR A WOMAN AND HER SENPAI.

YOU MAY HAVE DOOMED US.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Gentlefish** on **March 24, 2014, 11:32:08 pm**

Quote from: Terry, Twisted Darkness on March 24, 2014, 07:39:48 pm

I... swear that wasn't me. I've been baking scones for Cthulu-senpai.

Can we get this on the quotespage please.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 25, 2014, 01:29:26 am**

First of all, it's *Damocles*. Second, there will be much chaos and mayhem yet, to be sure. However, the forces of Order have decided to invade Murdermachines and turn it into a new sort of place. A place where hell-sick dwarves can have some rest before being plunged into the great beyond that many cannot fathom and almost none have returned from. Order will reign, and with it sanity, wisdom, guidance, beauty. Do not fret however, there will be time for the liquefaction of those who would oppose such a beautiful future. Indeed, though it may be quite likely that through Order more blood will be shed than in chaos. You are the one that makes the false assumption that Order is inherently non-violent, confusing terms such as good and evil with Chaos and Order. Discord may oft be an agent of darkness, but Order can be even more so. Genocide does not happen by mere chance. Chaos is also not inherently evil, as while it typically uproots and destroys life, through chaos stagnation is prevented. Say for example, and forgive the most undwarven and even elvish analogy, a large forest. In the undergrowth there is much that decomposes in an Orderly manner. However it chokes out life underneath and harms even the trees. However, an unmitigated force of chaos can come in the force of a strike of lightning, blasting a tree asunder and setting the entire forest ablaze. This blaze will kill much and reduce the wood to ash and char. Can one disagree that such a wildfire is a force of chaos? Yet nonetheless, from the ash fallen seeds buried beneath the surface are awakened by the heat and fed by the dead former population. Can one say this is evil? For what would be stagnation and inevitable death of a forest instead becomes a face of regrowth and renewal. Much like the legendary Phoenix rising from its own ashes, the forest can spring afresh from its own ash. So to is MurderMachines. It will rise again from its ashes. First, however, there must be an established order which has not totally been seen since near the very beginning. Be patient and wait to see what happens friend ChaosMaker. We must first have a veritable orchard of dwarven kind before we dare do such a thing as providing the spark, lest they not bear seed and the entire fortress sterilize. Is that truly what you would desire?

@Terry: Yea, I know. Also, seriously? Cthulu? Out of all the... Cthulu? Well, I guess there is no accounting for taste. I always preferred Giygas for my horrorterror. Though, I suppose "senpai" no longer really applies to Giygas due to his loss of sentience. And I have never truly been anyone's kōhai. Instead, I have had to learn largely on my own. Of course, that could well be why I am still a form of dwarf and you have already become what you are. After all, look at our best-fit mentors. Giygas made himself a monster, largely. Though, I must say that I do not necessarily wish to go the route he chose. The power is phenomenal, enough to make you look like a mere sneeze and me even more insignificant. However, evidentially even psionic bulk is subject to the square-cube law... largely rendering it not worth the effort.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 25, 2014, 02:18:50 am**

Chaos to Flame, Flame to Magma, Magma to Steel, Steel to Forge, Forge to Labour, Labour... to Order.

The worlds are an interesting cycle.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Grombardrim** on **March 25, 2014, 03:25:28 am**

You all fail to understand. Cthulhu is Terry's sempai because, and only because, cookies beat scones.

Also, McClellan, let me know when I've been Dorfed, I'm considering making a journal about this thing ^_^ God knows I've lurked long enough, it's about time I actually *did* something other than draw Cutethulhu with his eldritch deathcookies.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 25, 2014, 10:22:50 am**

hmmm, maybe you do something of a point, but I still go by what I said before about terry going soft...im a being of chaos, what did you expect me to be like? (as in I hate anything of any sort of order)...but even I have to admit if he can talk down Terry, he can talk down a being of chaos easy. and sorry for spelling that wrong, but then again I aint sorry, just never really got to reading that story (just know the idea behind it!)

Quote from: Lolfail0009 on March 24, 2014, 09:56:18 pm

Chaos. Chaos. CHAOS.

NEVER GET BETWEEN A MAN AND HIS SENPAI. OR A WOMAN AND HER SENPAI.

YOU MAY HAVE DOOMED US.

Dude, im a being of Eldritch chaos and despair, what do you expect me to do when I see my superior going soft for a moment? and yes Lolfail0009, I have to admit the cycle is...interesting...for now...

and consider this, The giant space squid is essentially from another dimension, probably one where heat or something like that doesn't exist, or everything is made of water there so its damn fricken confused as to why were carbon based beings, and thus goes mad itself from the sheer unthinkably of what creatures we are just as we go made against the thing itself....or it could be it just saw our forum and went mad from what we keep posting!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **March 25, 2014, 03:02:46 pm**

Well, the banishment worked about as well as I had guessed.

Quote from: Lolfail0009 on March 25, 2014, 02:18:50 am

Chaos to Flame, Flame to Magma, Magma to Steel, Steel to Forge, Forge to Labour, Labour... to Order.

The worlds are an interesting cycle.

Then it fits that I talk in both Chaos and Order.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AnimaRytak** on **March 25, 2014, 06:49:14 pm**

I feel the invasion of Jyggalag is partially my fault.
Did I make Murdermachines too successful and safe?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 25, 2014, 06:59:22 pm**

Don't INVITE Him to come back!!!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **dshannon** on **March 25, 2014, 09:02:53 pm**

Forget *Beautiful Chaos*, how bout some *Beautiful Chaos*

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 25, 2014, 09:25:43 pm**

Quote from: dshannon on March 25, 2014, 09:02:53 pm

Forget *Beautiful Chaos*, how bout some *Beautiful Chaos*

MurderMachines: Supporting equal rights for ALL Eldritch Abominations!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 26, 2014, 12:02:40 am**

Quote from: Lolfail0009 on March 25, 2014, 09:25:43 pm

Quote from: dshannon on March 25, 2014, 09:02:53 pm

Forget *Beautiful Chaos*, how bout some *Beautiful Chaos*

MurderMachines: Supporting equal rights for ALL Eldritch Abominations!

Heresy of the brightest filth!!! we elderitch beings should only have chaotic good and chaotic evil beings living within these walls!!! and anima! why, why did you make this dark and beautifully chaotic land part of order?! This is like the damn grey march all over again...looks like when I take my turn it'll be up to me to fuck all the work up (without killing the fort...maybe make a mark of chaos on one of the floors in a pointless attempt to bring back darkness, evil, and disorder into the fort? or maybe make as many gold and silver coins to incite the greed of dragons and trap them within steel cages for our own taming...)

well I know what im doing in on my session!!! looking forward to this Thursday/Friday if I can have the fort then...only got 2-3 days to play though...damn trade school...

..

..

..

Anima...I think I know who's your damn opposite now, I dub CaptainMcClellan the second born of terry...the one who shall bring order to chaos so that it make manifest again after its passing...the eternal wheel is now complete, own lands shall make oblivions chaos land seem tame in comparison to our own.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 26, 2014, 02:11:44 pm**

@ChaosMaker: Most likely Friday will be fine. I'm sorry that I haven't gotten much done yet. I just got home yesterday. And trying to play on the trip yielded the results you've seen. As per why I'm not playing now, blame it on Futurama and oversleeping. Plus my room is twenty degrees colder than the rest of the house.

I also resent to being called the second-born of Terry. In due time I will reveal who I am in respect to the MurderMachines.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **March 26, 2014, 02:44:55 pm**

Quote from: Terry, Twisted Darkness on March 24, 2014, 07:39:48 pm

I... swear that wasn't me. I've been baking scones for Cthulu-senpai.

May I sig this? *PLEASE?*

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 26, 2014, 09:19:01 pm**

Quote from: CaptainMcClellan on March 26, 2014, 02:11:44 pm

@ChaosMaker: Most likely Friday will be fine. I'm sorry that I haven't gotten much done yet. I just got home yesterday. And trying to play on the trip yielded the results you've seen. As per why I'm not playing now, blame it on Futurama and oversleeping. Plus my room is twenty degrees colder than the rest of the house.

I also resent to being called the second-born of Terry. In due time I will reveal who I am in respect to the MurderMachines.

ehhh, don't care, you could be Terrys other half or something and I wouldn't give a crap...unless its something god damn amazing like armok giving us a second chance or something...which I find a load of BS...as like khorne armok doesn't give a shit about where the blood and amusement comes from, only that it goes on. And looking forward to this Friday, will try to get it done as soon as possible, due to short

me constraint.
(as a side note: do I just DL the save into my own save folder for DF? and then when it comes time to put it back onto the Forum just move it onto my post or what? remember this is my first community fortress ill be playing, so expect either !!FUN!! or even worse Mega-!!!FUN!!! to happen.)
Also can anyone post what the fortress needs besides my own little pet project I got in my head? was the obsidian dinning room/great hall ever finished? because if so then I got an idea for all that obsidian!!!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 26, 2014, 11:49:05 pm**

TERRY'S OTHER BLEEDIN' HALFE!? YOU WOULD WISH YOU WERE SO LUCKY WHEN I FINISH SABOTAGING YOUR SESSION!

* sighs * Sorry, right. Your callous disregard of my identity may or may not spawn repercussions, but it is not my place to enact them.

(Yea. Get an account with the DFFD, download the save, play your year, re-zip the save, reupload to DFFD, link in your post. Also, this is only my third, and I hope it goes well for you on your turn! :D)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 26, 2014, 11:50:44 pm**

Quote from: CaptainMcClellan on March 26, 2014, 11:49:05 pm
TERRY'S OTHER BLEEDIN' HALFE!? YOU WOULD WISH YOU WERE SO LUCKY WHEN I FINISH SABOTAGING YOUR SESSION!

* sighs * Sorry, right. Your callous disregard of my identity may or may not spawn repercussions, but it is not my place to enact them.

(Yea. Get an account with the DFFD, download the save, play your year, re-zip the save, reupload to DFFD, link in your post. Also, this is only my third, and I hope it goes well for you on your turn! :D)

...And now you terrify me.

And besides, I'm fairly sure Terry considers Cthulu his other half :P

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 26, 2014, 11:54:31 pm**

No need to fear me petit chien, I mean you no harm. :)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 26, 2014, 11:58:27 pm**

Quote from: CaptainMcClellan on March 26, 2014, 11:54:31 pm
No need to fear me petit chien, I mean you no harm. :)

If you must refer to me as a juvenile animal in French, then I request that you use nouveau-nés in future. 0:)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 27, 2014, 12:09:54 am**

That is fair. I shall make note of it.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 27, 2014, 12:29:20 am**

So then, everyone. How are we feeling tonight?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **March 27, 2014, 12:31:25 am**

Can't. Fall. To. Friggin. Sleep.

I hate insomnia...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 27, 2014, 12:32:21 am**

Siiiiiiiick :(

I swear, there's something in Geelong's water and it hates my digestion...
Terry! GET OUT OF MY WATER GLASSES!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **March 27, 2014, 12:35:00 am**

Its answer: 'No. I'm having fun.'

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 27, 2014, 12:36:36 am**

Sorry guys. Well, hopefully I'll provide some sort of amusements. Also, it occurs to me I ought be working on the fortress at the moment.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 27, 2014, 08:09:03 pm**

captain, you know im egging you on hehehe....still i dont ive a crap, so long as chaos reigns i just cant give myself a shit...kinda like brid brain in 40k of the chaos gods, dont care, dont mind, help or hinder so long as my plans unfold!!!

pretty sure then i got everything good to go!!!

Also...so looking forward to the save tomorrow!!!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheGhostKing** on **March 28, 2014, 11:17:31 am**

Dear Terry, Void being of unknown origins.

I am curious on your powers. Are you Omnipotent, Omniscience, or any of the other Omnithings? If Omnipotent, Can you make a rock menacing with enough spikes that you can not lift it? Can you solve The P versus NP problem and let me take the \$1,000,000 as you don't need it i hope.

With regards,
TheGhostKing.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **March 28, 2014, 11:39:10 am**

Quote from: TheGhostKing on March 28, 2014, 11:17:31 am
Dear Terry, Void being of unknown origins.

I am curious on your powers. Are you Omnipotent, Omniscience, or any of the other Omnithings? If Omnipotent, Can you make a rock menacing with enough spikes that you can not lift it? Can you solve The P versus NP problem and let me take the \$1,000,000 as you don't need it i hope.

With regards,
TheGhostKing.

What does your green text represent?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 28, 2014, 12:05:01 pm**

Undead?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 28, 2014, 12:27:21 pm**

Everyone, everyone. Not everything has to be symbolic.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheGhostKing** on **March 28, 2014, 03:40:40 pm**

Quote from: TheFlame52 on March 28, 2014, 11:39:10 am
Quote from: TheGhostKing on March 28, 2014, 11:17:31 am
Dear Terry, Void being of unknown origins.

I am curious on your powers. Are you Omnipotent, Omniscience, or any of the other Omnithings? If Omnipotent, Can you make a rock menacing with enough spikes that you can not lift it? Can you solve The P versus NP problem and let me take the \$1,000,000 as you don't need it i hope.

With regards,
TheGhostKing.

What does your green text represent?

The Unknown.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 28, 2014, 03:43:26 pm**

Official update pending. I will give you this:

Spoiler (click to show/hide)
The secret project is complete. The Void God now has a legendary stone bed called "The Dark Lamentations". Everyone in MurderMachines rejoices.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Grombardrim** on **March 28, 2014, 04:02:03 pm**

I think he's lying. Green represents Saint Paddy's Day.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **March 28, 2014, 04:29:20 pm**

I think the green text represents giant chickens made of arsenic.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **March 28, 2014, 04:52:04 pm**

Quote from: Dwarf4Explosives on March 28, 2014, 04:29:20 pm
I think the green text represents giant chickens made of arsenic.

WHO TOLD YOU ABOUT MY PLAN TO CONTROL THE WORLD WITH CHICKENS- I mean, That was a tad bit random, huh? *nervous laugh*

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheGhostKing** on **March 28, 2014, 05:13:12 pm**

Quote from: Grombardrim on March 28, 2014, 04:02:03 pm
I think he's lying. Green represents Saint Paddy's Day.

Well now its not as that is known

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **dshannon** on **March 28, 2014, 07:35:04 pm**

Quote from: ChaosMaker on March 26, 2014, 12:02:40 am
Heresy of the brightest filth!!! we elderitch beings should only have chaotic good and chaotic evil beings living within these walls!!! and anima! why, why did you make this dark and beautifully chaotic land part of order?!

Giggle

Oh believe me,

We'll be seeing who's a part of the "old" order

When I'm wearing your scalp as a crown

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 28, 2014, 08:02:35 pm**

Have you guys never been on FotF? Green text represents a simple inquiry.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 28, 2014, 08:06:43 pm**

Quote from: dshannon on March 28, 2014, 07:35:04 pm
Quote from: ChaosMaker on March 26, 2014, 12:02:40 am
Heresy of the brightest filth!!! we elderitch beings should only have chaotic good and chaotic evil beings living within these walls!!! and anima! why, why did you make this dark and beautifully chaotic land part of order?!

Giggle

Oh believe me,

We'll be seeing who's a part of the "old" order

When I'm wearing your scalp as a crown

Oh goody, somone who i can mind-shatter and then mold into my obidient minion who then is thrown to the circus to act as the bait...at which point i banish them and bind them to the world were currently on untill its nothing but a husk of molten fire.

looking forward to the final update captain!also with the legendary rock bed...awsome...probably the only time we ever get rock beds in this damn game!!! Plus with the void-god sleeping in his Legendary room, well a king has to be a king ya know?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **March 28, 2014, 08:50:28 pm**

His greed and longing for money. Puny mortal.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 28, 2014, 08:52:31 pm**

Well, Terry's not bound by oath during his turn...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 28, 2014, 10:55:08 pm**

Sweet, so that means !!!FUN!!! gets to happen! or my computer just goes and dies...maybe...along with the save going into the same death throes as deathgate 1

i cant wait...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **March 29, 2014, 11:32:18 am**

Quote from: Lolfail0009 on March 28, 2014, 08:52:31 pm
Well, Terry's not bound by oath during his turn...
Wait, TERRY gets a turn???

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 29, 2014, 12:04:42 pm**

its supposed to be my turn.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **peregarrett** on **March 29, 2014, 01:56:03 pm**

Quote from: TheSaberTooth on March 29, 2014, 11:32:18 am
Quote from: Lolfail0009 on March 28, 2014, 08:52:31 pm
Well, Terry's not bound by oath during his turn...
Wait, TERRY gets a turn???
Oh. That would be extremely FUN to watch!
Please, take a turn!
no one claimed pink color yet, right?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 29, 2014, 03:04:14 pm**

I'm late! I'm late! Year only half over. Very busy. Steve's not done, had to redesign the WOOSH, had to fix the Death room auto-abortion glitch. Terry's keeping his promise, no casualties this year once I used time travel to fix the baby impalement. Everyone, more patience please, it should be worth the wait. I've been able to get a lot done. :-)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 29, 2014, 04:17:52 pm**

i might not be able to do my turn unless i pull a all nighter on my turn, i only got maybe tomorrow to do my part of the fort :P

hopefully i can get it up to satisfactory levels...maybe get a few projects done, but mostly just screw around and sacrifice prisoners to the void/warp!

dont mind the massive amount of cage traps around murdermachines...and the prisoner cavern ill be making...those are for sacrifices.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 29, 2014, 04:58:33 pm**

Just a warning. Baru appears to have [TRAP_AVOID] so... don't open that passage. And when will you be able to play?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 29, 2014, 05:23:21 pm**

today, i got time :) hmmm is it possible to assign baru to a new cage or just let the void wraiths slaughter him?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 29, 2014, 05:58:41 pm**

You see... why that would be a bad idea is because he has mystery poison blood that killed the last incarnation of Anima... And he just dodges past four cage traps in a row. Also, I had to level up my furniture hauling and mechanics skills so I lost about half an hour. Plus my mum's here and I don't get to see her much so I might not finish today after all.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 29, 2014, 06:13:27 pm**

damn mmeans i gotta pull a all nighter tomorrow...

>:(

the warp is angry with you captain...

(not so serious...but still spend time with family, we all got something akin to a life outside dwarf fortress...maybe?)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **March 29, 2014, 06:36:38 pm**

Quote from: peregarrett on March 29, 2014, 01:56:03 pm
Quote from: TheSaberTooth on March 29, 2014, 11:32:18 am
Quote from: Lolfail0009 on March 28, 2014, 08:52:31 pm
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Wait, TERRY gets a turn???
Oh. That would be extremely FUN to watch!
Please, take a turn!
no one claimed pink color yet, right?

DO IT. THINGS BEYOND MY COMPRENSION ARE DEMANDING IT... MY HEEEEAAAD!! ARGGGH!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 29, 2014, 06:57:16 pm**

maybe after my turn?

.....

LET CHAOS REIGN!!! I Shall prepare the way...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 29, 2014, 07:04:23 pm**

@ChaosMaker: Thank you for understanding. I'm still trying to get the turn done though.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 29, 2014, 08:08:20 pm**

Quote from: TalonisWolf on March 29, 2014, 06:36:38 pm
Quote from: peregarrett on March 29, 2014, 01:56:03 pm
Quote from: TheSaberTooth on March 29, 2014, 11:32:18 am
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Please, take a turn!
no one claimed pink color yet, right?

DO IT. THINGS BEYOND MY COMPRENSION ARE DEMANDING IT... MY HEEEEAAAD!! ARGGGH!

I WAS referring to ChaosMaker by 'him'... but Terry taking direct control of the fortress? Oh dear, YES.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 29, 2014, 08:08:44 pm**

no problem. still waiting for my turn though!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 29, 2014, 08:10:03 pm**

Quote from: Lolfail0009 on March 29, 2014, 08:08:20 pm
Quote from: TalonisWolf on March 29, 2014, 06:36:38 pm
Quote from: peregarrett on March 29, 2014, 01:56:03 pm
Quote from: TheSaberTooth on March 29, 2014, 11:32:18 am
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DO IT. THINGS BEYOND MY COMPRENSION ARE DEMANDING IT... MY HEEEEAAAD!! ARGGGH!

I WAS referring to ChaosMaker by 'him'... but Terry taking direct control of the fortress? Oh dear, YES.

after my turn...terry gets his chance with the fort! (storywise i got the perfecy idea on how to do it!)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 29, 2014, 09:03:45 pm**

In my computer's eternal quest to spite me, it decided to get rid of my record. Well here's the summary of what happened: 1 casualty, a kidnapping. Four ambushes, all slaughtered viciously. Four or five births. Two mysterious moods, one yielding the best artifact I've ever seen, the other the worst. ("Nutglide" an adamantine gauntlet. XD) Population 59. Everything going well. Several spare mechanisms built. Everything's going in an orderly manner. My dorf has gotten to be Captain of the Guard, and legendary at that. The new mayor's office is complete, but not fully furnished. Steve and my other secret projects aren't done, but they're coming along fast. Several garments and weapons received names. And I have a few dwarf fort movies in the place of screenshots... which my computer also won't let me take. Trading with the humans went well, though an ambush took out most of their supply. Trading with the elves... not so much. We just killed them. Also, kudos to whoever built the magic Trade Depot. It's totally inaccessible, yet everyone can still get to it. Mm. We have plenty of supplies for traps, but I haven't gotten them built yet. I'll probably leave that to the next Overseer. I just now got to Autumn though. Should be done soon.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **March 29, 2014, 09:07:14 pm**

Kudos to Terry for the magic depot- it reeks of his influence. :P

In all seriousness, is it just the pack animal merchants reaching it, or the caravans as well?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 29, 2014, 09:08:35 pm**

I have no idea. The goods get there. I don't think the wagons do.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 29, 2014, 10:28:35 pm**

lol! looking forward to my turn, most likely will try to trap the hell out of murdermachines with rocks, blades, spears, and maybe the odd Spear and prssure plate trap:
x=spear, o=plate

xoxo
oxox
xoxo
oxox

....

i think it will maim the elves as they come...or perhapese some wandering creature.

will be making metal cages so that sacrifices wont escape so easily. (also zoo will be started near the great hall!)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 29, 2014, 10:36:47 pm**

also let me know when my turns in, hopefully terry wont mind being next, i got a great idea on the storywise of Murdermachines...

though i have to ask, will anyone mind if i manage to surround the fort with cage traps at the edges of the map 2-3 deep with boulder traps beheind them? ill leave a opening at least 5 wide for caravans to get through.

| |
|--|
| anyway lets see murdermachines become trap central...! wonder, do voidspawn have trap-avoid? goblins? i know kolbolds do...little bastards... |
| anyway good luck with the fort, and if you get the save up along with a story im sure everyone will clammor to read! (at leats us on deathgate!) |
| see you soon...my precious little fortress of chaos...soon... |
| |
| Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: TalonisWolf on March 29, 2014, 10:58:55 pm |
| That seems a little cheap, in my opinion... |
| |
| Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: CaptainMcClellan on March 29, 2014, 11:01:34 pm |
| 18th Timber: Chaos came early. A voidspawn ambush took five dwarves and something started a fire. Now the whole front of the fort is on fire.
EDIT: And not just that... one of our Voidwraiths is dead too.
EDIT EDIT: Upon the second ambush and the thief showing up, I rage-quittd. Fortunately, I save super often so I didn't lose much progress. I'm'a go ahead and have people stationed already for when they do it again. |
| |
| Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: ChaosMaker on March 30, 2014, 12:20:41 am |
| Hahahahahahaha!!!! Feel the MaDneSS oF ThE WaRp TaKIng Over YouR BaSe!!!! |
| this is also murdermachines, where chaos reigns supreme....we need traps extensively...but ill only make a single line of the cage traps and beheind them for any that get by them rock traps. agreeable? or should i make "islands" of the traps in 3x3 formations of random rocks and cage traps? hmmm that appeals to my own desires... |
| |
| Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: TalonisWolf on March 30, 2014, 02:17:31 am |
| The islands seems to be not game breaking, in my opinion. |
| |
| Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: ChaosMaker on March 30, 2014, 03:49:27 am |
| (trap islands it is then! gonna need allot of mechanisms...part of my project KAND)
-Kill all non Dwarves! |
| |
| Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: Terry, Twisted Darkness on March 30, 2014, 06:52:11 am |
| No. I will not stand for such primitive measures in MY domain! |
| |
| Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: Lolfail0009 on March 30, 2014, 07:21:52 am |
| Chaos I think you pissed him off. |
| |
| Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: Grombardrim on March 30, 2014, 10:18:07 am |
| "Terry", I'm getting sick and tired of your shit. We created Deathgate, thus we created you. Do not attempt to wrest our enjoyment of the game away from us. |
| Besides. Do you truly think that the REAL Terry would post on these forums and agree to leave us alone or anything? No! Terry would not give us any hints as to His intentions, but would rather see us flail in helplessness as He corrupts our savefiles. Which you haven't yet done. You're clearly an impostor, riding on the coattails of the TRUE Terry. |
| |
| Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: CaptainMcClellan on March 30, 2014, 10:25:23 am |
| HUZZAH! Here's the save: http://dff.d.wimbl.com/file.php?id=8501 |
| And here's what survived of the journal: |
| 8th Limestone: Another baby girl!
18th Limestone: And off go the merchants! See you next year!
22nd Limestone: Fungin has given birth to a boy.
5th Sandstone: The Mad Fool has grown attached to a steel shield.
9th Sandstone: My mandate for the construction of 30 wooden pipes is complete.
20th Sandstone: Urdim Dorenison, Cat, has adopted Thorkild Jarnox.
23rd Sandstone: Some migrants have arrived.
2nd Timber: Urist Nimakmonom has given birth to a baby boy.
5th Timber: Wlerin just beat the crap out of Thaddeus. And evidently, Ducim can't help him because she's handling a dangerous creature.
18th-19th Timber: Two casualties. The caravan from the Mountainhomes is here with our Outpost liason.
20th: Another dwarf found dead. Population down to 68. Could've been worse.
25th Timber: Merchants have arrived and are unloading their goods.
1st Moonstone: Winter is upon us!
3rd Moonstone: Trading day! There's a menacing steel spike worth 3960 gold. I kinda want to buy it just because it's so expensive. I won't though. For some reason, the mountainhomes didn't think to send much of value. So, I bought up the plump helmets and a few other things. I consider it a good day of trading, even if they got a bit more than I had hoped.
4th Moonstone: Onol Azinrigoth has grown attached to a steel shield.
5th: The liasion has pulled us into a meeting.
8th Moonstone: Onol Reglaz, Ghostly Voidspawn Thrall Butcher has transformed into a dwarf! I didn't... know that could even happen...
9th: And now Onol is back as a ghost.
10th: And brought a ghost-child with 'im. Zuntir Dumatimar.
12th Moonstone: Another dwarven ghost-child has risen and begun haunting the fortress. I guess Haunted Manor is the current theme for MurderMa
16th Moonstone: My mandate for Mechanisms is complete.
Later: A dwarven baby rose from the dead as a ghost.
17th Moonstone: What? Thaddeus the Fail Saint died of thirst just now. Was he injured? Stuck? His body is in the middle of the Trade Depot, so I don't know what happened.
1st Opal: Wow... It's fascinating to see what all of the Void-wraiths used to be before they became indwarven killing machines. A fish cleaner, a cheesemaker... Anima was a Jeweler. Then they got possessed by the actual Void-wraiths. Some dwarves would say that it was the greatest of fortune, but being possessed by an ancient horror from another realm?
5th Opal: Oh no... The Mad Fool has grown attached to an iron spear.
Aww... Thaddeus's widow is unhappy. Haunted by the dead, forced to watch her former husband rot in the Trade Depot... I'd better go check to make sure they buried him. Good.
8th Opal: Fikod Sarveschlob, Obliterator has grown attached to a wolverine leather cloak.
9th Opal: The hives are done.
12th Opal: Onol Reglaz, Ghostly Butcher, was put to rest.
13th Opal: A snow storm has come!
20th Opal: Rigoth Ushatzulban has grown attached to a pair of steel greaves.
1st Obsidian: Olon Lolokthak has grown attached to a steel shield
7th Obsidian: I swear, I would give a someone a golden statue of themself if they could just find Wlerin's body and shove it in a friggin' box! This is like the fourth time he's injured valuable workers. And I don't want Catten dying the way Thaddeus did. Actually, since Thaddeus's spirit is probably still around, I might just give him Catten's body. Nope. The wounds are too greivious. Plus there's a gender mismatch. Honestly, I think Thaddeus has probably been reincarnated so many times he doesn't <i>care</i> anymore. Still, I know it would bother me pretty greatly if I didn't come back as a guy. Heh, my only guess as to why Wlerin is being so violent is that some of Terry's left over angst is pouring into him since Terry is keeping his promise not to interfere. Well angst away ghost, it won't get your skeleton put in a box any faster.
Also, thankfully someone actually stopped to help Catten. Well... <i>damn!</i> There's no better way to put it! Catten's infant son is dragging her to infirmary! Now that's family dedication! And people say it's stupid to bother taking care of the children.
8th Obsidian: We've struck native gold.
9th Obsidian: These crow people are getting really obnoxious. They're not really that dangerous, but they're really tricky to find. They keep interrupting tasks. Also, the fact that they're coming up stairs worries me as it means we have a (potential) breach in the cavern defenses. I really should have bothered to booby-trap those things better. I've got all the pieces, I just don't have any available labor really... Got all ten Mechanics working on my super-project Steve. I'm not even bothering with the WOOSH right now. Ah well, Steve's left leg's near done, but I was really hoping to have his heart done before the year Terry's given me ends. Ah well, I don't guess there's a rule that says I have to step down in Spring right? Besides... Anima, who came before me, kept in power for twenty extra days before I was appointed leader. Poor Puff, those Crow-people keep waking him up from sleeping. I figured out how they're getting past our defenses though. Like with most of the other creatures that have been a nuisance to us, Crow-people can fly. Unfortunately, Murdermachines doesn't really have a way to take out flying creatures effectively right now.
10th Obsidian: Ah good, he finally made it to a room with a door. Puff's sleeping soundly in a bed now.
15th Obsidian: Sazir Akgosletmos was possessed! Maybe it's by the same armorer that's responsible for Nutglide. Cool, it'd be nice to have a left gauntlet to go with it.
17th Obsidian: Ezum Timnarkulet, CARPlord has given birth to a baby girl. I was going to say beautiful, but then I got a look at her... I mean, she's got a great complexion and all, but that facial structure's kinda weird and her hair is like wierd looking. I'm sure she'll grow out of it. Besides, she'll probably be a military dwarf, just like her mother. (Assuming she I can keep her alive that long. Even under such a benevolent ruler as me, this is still a fortress. I'm just glad I stopped the Death Room. And, like Tekkud, I'll give Ezum maternity leave. Oh. Apparently she's the Captain of the Void-Wraiths and she won't step down. And her soldiers won't let her either. Well... I'm not about to argue with Anima. So... I don't know... Maybe if I can convince her to let Anima take over while she's taking care of her baby.
Oh wow. She's not just Captain of the Void-Wraiths, she's the commander of the entire militia. Wait... So how does that work? She outranks me in the military... but I outrank her in civilian and administrative affairs... but the Mayor technically has the authority... Wait. Is the Fortress Guard even a part of the military? Isn't it like... it's own separate entity? So, as Captain of the Guard, don't I rank even with her? Argh! This is complicated! To think we might have a Baron soon! Haha, on that note, I found it funny that despite being probably more advanced than the Mountainhomes of this Dwarven civilization, with a resident eldritch abomination acting as its genius locii, and being home to several chronically reincarnating dwarven wraiths, and creatures of pure evil made of corrupted souls, magma, and mildewed cheese, we're still only considered the "Village" of Murdermachines. Even despite our full title being "Murdermachines the Blood Citadel." Can anyone else appreciate the irony of us being the "Village of Murdermachines the Blood-Citadel"? It's almost pathetic... but back to the issue at hand. I'm going to try discussing it with Anima. Being as he's essentially the oldest dwarf, if you count all of his iterations, and more than competent and powerful enough to run a military, he could easily step in as Military Commander. If I can convince him to depose Ezum. I'll make sure to insist that it's temporary. |

What do you know? It worked! I don't know exactly what he said, but effective immediately Anima is the leader of the entire military. I'm a bit scared to have given the one they call "the Void God" so much power. I wonder how he liked that bed I gave him? Anyways, it seems Anima always was second in command below Ezum and that he only let her keep her position out of respect. I wonder how difficult it will be to get him to relinquish the title and transfer power back to Ezum when her girl is weaned. Ezum rejoins the commoners as a Presser.

Hehheh. Immediately after Ezum stepped down, there was a goblin ambush. This should be a good chance for Anima to prove himself to me personally. Off he goes now. At least it's not Voidspawn. Also, I've really got to find that stupid crow. Wow... and Puff's just really having a bad time. The goblins are chasing him now.

What? Really? Ok, so Puff outruns a goblin ambush, right? Well get this, he runs straight into *another* goblin ambush! >.< Well, I guess Puff is our new hostile creature magnet. That'll be good for later in case any of the old Deatgate folk try to repeat history. In the meantime, what can we do to keep poor Puff alive? Yeah... it turns out the answer is "nothing". He put up a valiant fight, but he was up against eight axegoblins, seven marksgoblins, and a pikegoblin. So, it was pretty much inevitable what was going to happen next. One of the goblins ascended to legendary status as a result of killing Puff though. I don't really know if that can be called an achievement.

18th Obsidian: I've ordered everyone inside and am still waiting for the Void-wraiths to mobilize. I know I said it earlier, but I'll say it again, we really need to move their barracks to the surface. It shouldn't even be that difficult to do, I'll get the Masons on it while they're stuck inside.
21st Obsidian: And that ends that. About twelve goblins killed, the rest fled. All soldiers on the surface in case they return. Puff was the only casualty. Poor Puff.
1st Granite: Ah... the start of a new year. How wonderful Spring is. I hope this year will be just as productive and fruitful as the last. Terry's promise of protection runs out today. I'm not worried though, and why should I be? I'll get Steve done this year, I'm sure.
11th Granite: There's been some tell of rumbblings down below... I'm concerned as to what these might be, but I honestly have no clue.
12th Granite: I feel an omnious feeling coming from below... I can't quite describe it.

13th Granite: Nothing seems to have changed about the caverns at all, yet something isn't quite right, I'm sure. I really wish that everyone would hurry.
14th Granite: Maybe Terry feels I've overstayed my welcome? I don't see why... wouldn't he be happy? There was enough bloodshed this year... right? And I kept all the babies safe. Everything is going so well... Yet I'm stricken with the dread of something to come. Call it whatever you like...
Later: Some news to put me at ease, we now have another addition to the fortress. Zuglar Omdakost has birthed a baby boy. He is called Asmel Avuzsokan.
15th Granite: Zefon Oiledclashes was down in the deeper caverns today, storing something in a stockpile. I don't think he came back though. His body is still intact, but he's started calling himself "Chaos Maker" and he has a strange look in his eyes. He was one of the ones in the summer migrant wave, I wonder if he might have brought some sort of spirit with him. Still though, it doesn't make any sense that it would lie dormant for months... right? His 82nd birthday wasn't too long ago, maybe it's one of those age related spells. More likely, some sort of otherworld creature, like myself, grabbed him. Still, I don't know if I can trust said creature, so I'll just keep him under close surveillance. "Chaos Maker" seems like a name that won't be too friendly though.
In less threatening news, Thaddeus also claimed a new body today. That of a diagnoser.
16th Granite: Chaos Maker has been talking with Anima and the possessed dwarf a lot here recently. It's really suspicious, especially with how sly he's being about it.
18th: Chaos Maker made some cryptic remarks about something in the depths... I don't really know that I want to find out what he's referring too. Unfortunately the Void-wraiths all seem to really like him. He's especially played off the "insult" I gave to Ezum by having Anima replace her. He's even doing it openly now. For someone who just showed up, he sure is bold. Unfortunately for me, relieving the CARPlord was a very unpopular move. Surprisingly, Ezum spoke up for me saying that civilian life is treating her okay, except for all the useless hauling jobs. She went on to say she has really appreciated the time she has gotten to safely spend with her daughter. She did say that she looked forward to returning to her post as soon as possible. I'm glad to have her on my side. Still, I think Anima is wavering and I fear Catten is beginning to question my competence and my priorities. She feels I put too much effort into my Steve project and not enough on actively setting up defenses. I countered saying that I installed a ballista, a catapult, annexed a new area into the surface-fort and have nearly completed the wall for said annex. She made no comment as she walked away.
That's not the end of my troubles either, Thaddeus's new body happens to be that of Catten's husband. He's not too pleased with me letting him die of dehydration. So that's two of the Deathgate wraiths, half of the Void-wraiths, and the mayor against me. Chaos Maker sees this. He knows this. And he's playing with it. I know exactly what he's trying to do, but I'm not going to let him successfully pull the rug out from under me. So what if I made some bad choices? Everyone does. I'd like to see this guy do better.
19th Granite: For the past two days, I've been trying to garner support. I've got a considerable portion, but Chaos Maker's political faction, or more accurately the ones who don't want me in office anymore.
20th Granite: It happened today. Chaos Maker came into my office flanked by Anima and The Mad Fool. That's two squadrons against my fortress guard... and my fortress guard consists only of me right now. Chaos Maker explained exactly how things were going to go, my job or my life. Simple as that. He had too much support, the mayor, the military, and the medical... Thaddeus used his new position as the mayor's husband to get himself appointed as Chief Medical Dwarf. (He did deserve it, he inhabits the best medical professional we have, with full access to all of those skills.) Not only that, Chaos Maker somehow became the Hammerer of Murdermachines. I shudder to think... I couldn't really do anything without risking an outright fight of the spectres. Keep in mind that Anima, The Mad Fool, Thaddeus, Chaos Maker, and I are all more than the bodies we're borrowing. Even in a four-on-one fight, a fight between spectres can ravage any place and cause much injury to everyone around. Not to mention all the rouge ghosts and Terry. So, I stepped down from Overseer today. I was able to keep my job as Captain of the Guard, so the Peacemakers are still mine to control, when we get some troops to fill the positions.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **March 30, 2014, 01:36:05 pm**

Quote
Catten's infant son is dragging her to infirmary!

The fuck, game.

As for the trap islands... do we even know if stonefall traps are capable of doing more than mildly inconveniencing voidspawn? They're easily capable of ripping up trained asskickers without functioning limbs.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 30, 2014, 01:48:25 pm**

Well, they just breezed past weapon traps, so I doubt it. The Void-wraiths are good for that. However, if we had enough traps in a row, it might work.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 30, 2014, 02:19:49 pm**

Awsome Captain, didnt really expect me to do so well in convincing the fort to side along with me...warp bless me for managing it though! probably had to rely on some gimmiks and personal powers extinguishing to even manage it....will explain more by the end of my turn...which might be tonight, because i got to leave tomorrow...this might be a short run but ill get as much done as possible. (will keep a log of what happens in the fort!)

wish me luck fellas! ill restrain using any divine powers...(mostly because i have none).

see you either tomorrow morning or tonight!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 30, 2014, 02:51:05 pm**

well shit, having a bit of trouble dling the folder...trying to find the save...

any idea where it is? (frist community fortress people!)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 30, 2014, 07:49:23 pm**

Quote from: Grombardrim on March 30, 2014, 10:18:07 am
"Terry", I'm getting sick and tired of your shit. We created Deathgate, thus we created you. Do not attempt to wrest our enjoyment of the game away from us.

Besides. Do you truly think that the REAL Terry would post on these forums and agree to leave us alone or anything? No! Terry would not give us any hints as to His intentions, but would rather see us flail in helplessness as He corrupts our savefiles. Which you haven't yet done. You're clearly an impostor, riding on the coattails of the TRUE Terry.

Technically, we only gave the corruption a name, but other than that...

Yeah! What he said!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 30, 2014, 10:44:44 pm**

sides, the real terry is a nasty ass temper who by the laws of murphy just fucks with us in-game.

in other words we are terry and it is us. you are maybe a bit of that madness given its own sentience at best.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 30, 2014, 10:45:16 pm**

also still having trouble finding a way to play the save...downloaded it but still cant find a way to play it...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **March 30, 2014, 10:47:39 pm**

Quote from: Lolfail0009 on March 30, 2014, 07:49:23 pm

Quote from: Grombardrim on March 30, 2014, 10:18:07 am

"Terry", I'm getting sick and tired of your shit. We created Deathgate, thus we created you. Do not attempt to wrest our enjoyment of the game away from us.

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Technically, we only gave the corruption a name, but other than that...

Yeah! What he said!

His posts are a symptom of a even greater corruption it is spearheading: the corruption of reality!

Mind you, I'm not sure I'd notice. So much chaos!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 30, 2014, 11:27:49 pm**

okay ive checked the damn file several times today thinking it was simply a mistake on my part...captain did you put in the save? cause all i can see when i look at it (and ive tried everything i can think of) i cant find the save or a way to play the damn map!!!! Hell when i start DF after dling it it doesnt even acknowledge i got it!!! Its driving me even more mad then usual since i cant play it...if i cant get the save running by about 4 hours from now im calling my turn quits...mostly because tomorrow im heading back to my school and i wont be able to play for another 2 weeks dammit!!!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Grombardrim** on **March 31, 2014, 02:19:31 am**

MFW I realize this happened after I taunted Terry and got people to agree with me about it.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 31, 2014, 02:39:57 am**

Chaos, did you try unpacking the save? The folder structure should be the savegame folder, and in there should be everything else, most notably the folder named "raw".

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 31, 2014, 02:43:48 am**

unzipped it with 7-zip file manager...

pissing me off though.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 31, 2014, 02:51:12 am**

You might want to double-check.

Generally files from DFFD, when unpacked, will be in a [savegame]\[savegame]\files deal, when it needs to be in a [savegame]\files arrangement.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 31, 2014, 03:01:21 am**

can somone else check as well? it might be me...or it might be the file...not sure though!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **March 31, 2014, 03:13:19 am**

Quote from: Grombardrim on March 30, 2014, 10:18:07 am

"Terry", I'm getting sick and tired of your shit. We created Deathgate, thus we created you. Do not attempt to wrest our enjoyment of the game away from us.

Besides. Do you truly think that the REAL Terry would post on these forums and agree to leave us alone or anything? No! Terry would not give us any hints as to His intentions, but would rather see us flail in helplessness as He corrupts our savefiles. Which you haven't yet done. You're clearly an impostor, riding on the coattails of the TRUE Terry.

...

You may live. For now.
For in a sense you are correct.
I am not the Terry you fear, not directly. I am simply an avatar who speaks with his mind, his words in your language.

And the words he speaks unto you now are as follows.

YOU DARE QUESTION ME!!? I, WHO DESTROYS ORDER AT WHIM?
YOU PUNY MORTAL, IF I COULD DIRECTLY EXIST IN SUB-HYPERBOLIC SPACETIME I WOULD REND YOUR MIND ASUNDER AND USE IT AS A CARRIER WAVE, MODULATED BY THE DEATH WALTZ!

I HAVE LET YOU MORTALS' LITTLE GAME EXIST SO LONG BECAUSE IT ALLOWS ME ACCESS INTO YOUR REALM.
DO NOT FORCE ME TO DRAG YOU BACK THROUGH IT.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 31, 2014, 03:16:56 am**

hehe...

you might be his avatar...but hell this is amusing as shit...

and i make chaos for shits and giggles! plus i think captain didnt include the save file...just some of the stuff...

so yeah...might not be able to play my turn this time...for about 2 weeks

(which means the whole scenerio is rendered mute...fuck...had a good story planned out depending on circumstances *general outline all ready for the !!FUN!! to begin plus my ending scenerio all planned out...bloody shittin hell!!!! all well, chaos is chaos...and it pleases me even if im pissed off about it!*)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 31, 2014, 03:26:06 am**

So who was after Chaos?

Also, Terry, how on earth (or wherever you're from) do you modulate a mind by the Death Waltz?
...How do you modulate ANYTHING by the Death Waltz?

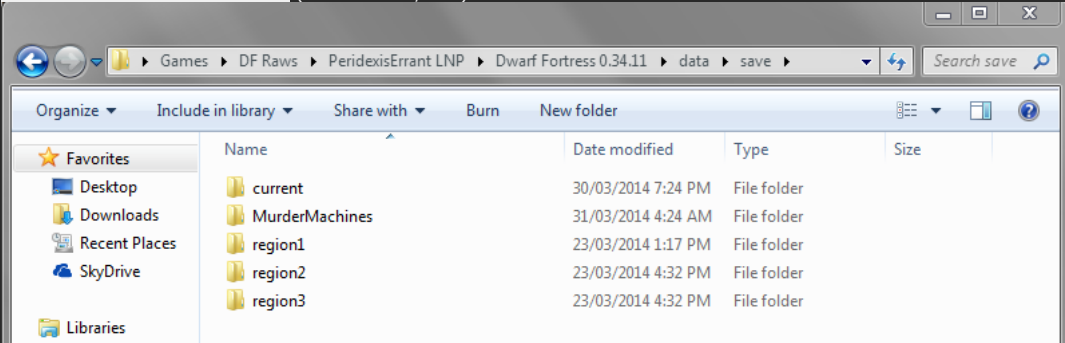
Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **BlackFlyme** on **March 31, 2014, 03:30:28 am**

When you unpack the zip, what do you see?

I just tried it and I saw the save file, as a folder labelled as Murdermachines.

This entire folder is supposed to be placed in your save folder, found in Dwarf Fortress/data/save.

Spoiler: Example of my directory (click to show/hide)



Also, PTW, good luck with the doom.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **peregarrett** on **March 31, 2014, 03:49:13 am**

Checked the save, works fine. Should I call myself a Captain Order?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 31, 2014, 03:53:48 am**

If that roughly translates to "Peregarrett take the wheel!", then...
Democracy time!

Who should take next turn? My votes with Peregarrett.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **peregarrett** on **March 31, 2014, 04:00:08 am**

Quote from: Lolfail0009 on March 31, 2014, 03:53:48 am

If that roughly translates to "Peregarrett take the wheel!", then...
Democracy time!

Who should take next turn? My votes with Peregarrett.

Oh wow... well, if Terry doesn't want to take a turn, I'm ready.
Checked VoidGod's stats and I'm really impressed. But why he's carrying some random steel hammer instear of candy axe and slade hammmmer combo?

EDIT: Holy crap, there're THREE ghosts of Shade, Unholy revenant! And one of them is actually Maxwell Edisson the Third.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **March 31, 2014, 04:13:07 am**

You... may attempt.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 31, 2014, 04:13:54 am**

Let's see what Terry says then...

Ninja'd: Never mind, it got there before me O.o

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **peregarrett** on **March 31, 2014, 04:26:25 am**

Owkey, expect a first update tonight. Got to fix tileset problems and set up the purest ASCII

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 31, 2014, 05:44:33 am**

GOT IT

THE UPDATE SHALL BE DONE IN SEVERAL HOURS!!!! I DONT HAVE MUCH TIME!

thank you to the warp blackflame...i shall see to it you dont die in horrific death and have a tomb ready for your enivitable death!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 31, 2014, 06:15:20 am**

wow everyone wasnt kidding when they said the dwarves see mushrooms for walls....

note to self, but more mushrooms...it amuses me...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 31, 2014, 06:24:06 am**

Wait, now who's playing; Chaos or Peregarrett?

...I guess it IS Chaos' turn. Reins to Chaos.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 31, 2014, 06:33:41 am**

23 Granite: migrants have arrived...will station military at the entrance

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 31, 2014, 06:44:34 am**

migrants are at the bottom of the map contains....what the heck and wheres the damn lever that lets them in?

Edit:okay okay, but a problem arises, aint got enough time to do my turn and i got to little done, so per mind if you take over, and sorry for the extra posts...to much craps going to happen soon and i need to get some rest...sorry all!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 31, 2014, 06:47:55 am**

Chaos, I'm going to stop you right there.

PLEASE, FOR THE LOVE OF ARMOK, USE THE MODIFY BUTTON INSTEAD OF MAKING A NEW POST EVERY TIME.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Grombardrim** on **March 31, 2014, 10:26:55 am**

Wait, there are people who don't use the modify button!? HERESY!

Also, someone asked how Terry could "modulate brains with the Death Waltz" or something, right? Well, here's you answer:

Brains % Death Waltz = wut

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 31, 2014, 10:39:45 am**

Awww... I'm conflicted. On the one hand, I gave Chaos the best write-in ever. On the other, Peregarrett is awesome and I'd love to see random Cyrillic notes for no reason whatsoever. (How I wish that was actually possible... :-/) Oh, but if Peregarrett takes over, give Peregarrette a break, because I had her digging almost non-stop trying to finish Steve before my turn lapsed. (I didn't make it, but he's mostly done. I'll finish him in the next turn in nobody else screws up the plumbing. All that's missing is the hearts. He has two, a water heart that produces calming steam, and a second sub-heart that pumps magma throughout wherever I need it.) Also, I never finished the WOOSH or the Skyfort. So let me go ahead and explain.

WOOSH= Wind Operated Operating System (Something with an H) I tried to make a good backronym but I fail. It's basically a wind tower. (Not as effective as I thought it would be because Windmills don't stack like I thought they did, but that's not stopping me from trying to build one anyway.)

Skyfort: (Actually more like Skyfarm) A place for the safe growing of trees and overland crops. That offers the option to violently attack things invading the surface and provides much wind-power in conjunction with the WOOSH. Plus it'd provide a safety bubble for the dwarves to flee to while we flood the fort and/or wait for it to dry out.

As for Steve, when you see him you'll understand.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **peregarrett** on **March 31, 2014, 12:55:34 pm**

Alright, I wait one more turn

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 31, 2014, 01:19:57 pm**

Oh wow. Thank you very much.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 31, 2014, 02:15:01 pm**

sorry guys, i tried to get some of the fort done but my comp was being an ass last night, plus i have allot of stuff to get done today and i only managed to get on for a hour or two, not enough to do really anything.

As such i pass my turn for 2 weeks, if the fort is still availble, and when deathgate 3 comes out i hope to try my hand with deathgate proper.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 31, 2014, 02:31:11 pm**

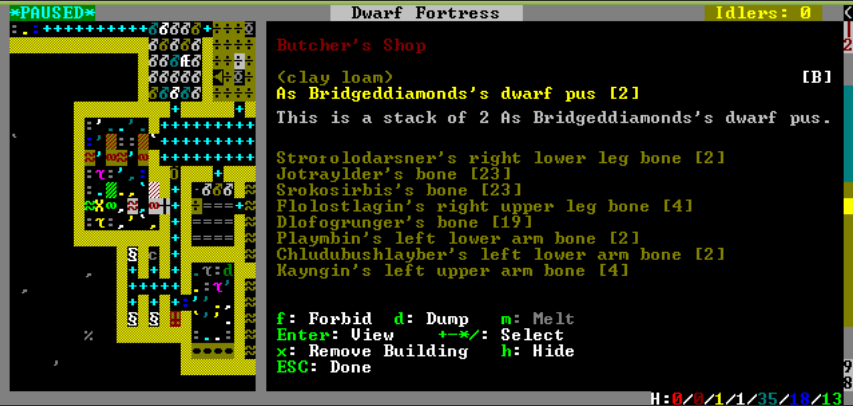
Ah, alright. Just have Peregarrette (the dorf) take over from Chaos Maker, *for now*.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **peregarrett** on **March 31, 2014, 03:16:21 pm**

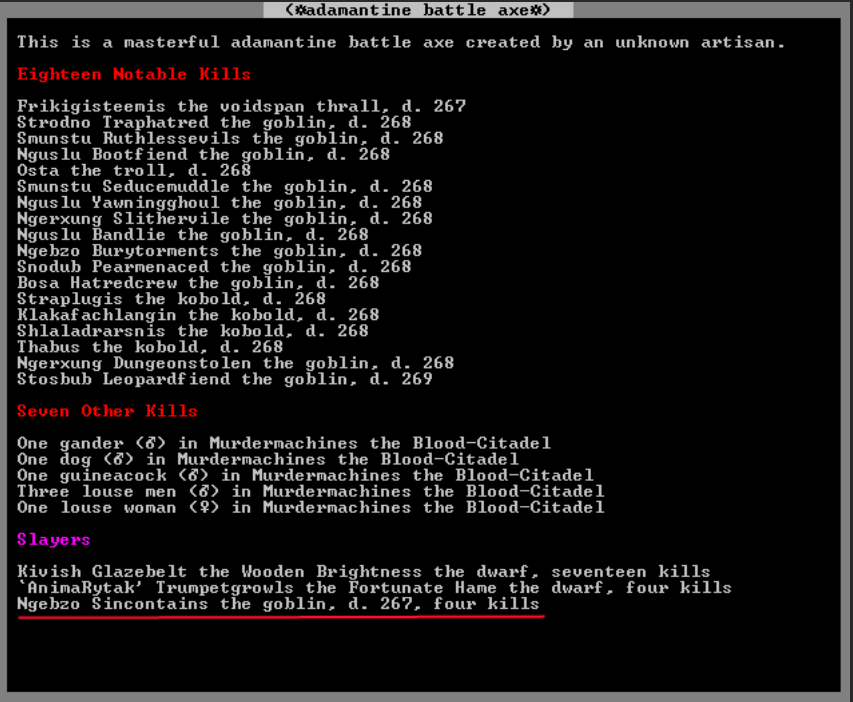
he he
He
He he hehe
HE HE HE HEHE
HE HE HE
HE HE HE

MWA HA HA HAHAHAHAHHA!!!!

Oops, sorry. Gettin the save work now.



Disgusting. Bleh.



How dared that goblin to touch this perfect axe?! Also, we need more adamantine. A single axe is not enough!

Will do a proper update tomorrow. Stay tuned.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 31, 2014, 04:44:42 pm**

nice peregarrrtt, sorry u couldnt do my turn, just give me 2 weeks and ill take a full on week to do my part, if the fort lives...

plus this will make the story and updates allot better then me going nuts with updates on the situation.

also dwarf pus...and were eating it...

okay somone needs to get farming really up there now!

Also for defenses i suggest making a trench around murdermachines, (take down any trees in the area) and then regulate the ramps (make them around 3-5 ramps onto the citidels hill)... this would allow us to patrol those areas and kill any invaders into our beloved fort...also allowing us to expand on the surface and turn it into a REAL citidel of death and despair. not to mention grab all the crap on the hill-top-side to! also the wood as well.

And because i played a bit i suggest we start making centralized stockpiles or something, the few ive seen were to small to deal with the demands of a proper fort.

maybe when i take my turn in 2 weeks ill make a prison and my gimmik for the year....hmmm....

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 31, 2014, 04:50:52 pm**

We're actually pretty well defended. It's just that void-spawn aren't very susceptible to traps. Anyways, trenches would probably be counterproductive, considering the fortress expands and they would be quite the hassle to build, taking up several in-game months that could be better spent otherwise.

As per stockpiles, I think that MurderMachines uses a Quantum Stockpile. Although, I probably filled it with a lot of dead things also.

Also, I already made a prison. I suppose you mean a torture dungeon, right?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **March 31, 2014, 05:27:47 pm**

hmmm didnt see one, but all right. also next time i suggest we make an entire level of the fort (next game or next embark to a new site) the new tomb system. why? because when i looked there were so many seperate little tombs and unusd coffins and other slabs i spent 5-10 minutes hunting them down. (also the tomb system should start from top-left to bottom right in my opinion, but thats just me) plus any other crazies out there could fill it with statues of themselves and artwork on the walls...plus us nobles should have the best tombs in my opinion.

anyway with all the chaos in the fort im thinking we might eventually move to a diffrent pasture due to fps death of the fort. (unless anima authorizes Auto-dump hack to get rid of all the treasure on the surface.) also might take us out of our comfort zone and put us in a moutain where death is a damn certainty. though i suggest we at least have a river or something to have fish as our main staple...

A gollumized dwarf anyone? (we aint got halfling trinkets, but im sure we can manage somehow!)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 31, 2014, 05:45:57 pm**

Yeah, it's just a collection of chains and beds. And tombs aren't really a priority for me, but if you want to use one of the unused levels as one, go ahead. I mean, you I figure it'd probably be a good thing for someone to do. Just don't try moving any of the existing coffins and slabs. We already have six-ish ghosts.

Hehheh. FPS death. It only happens every once in a while. I dunno, have you tried any speed configures? Also, fishing as industry? * shakes head * No way man.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **peregarrett** on **April 01, 2014, 04:28:22 am**

I don't know what is the use of that square magma-filled basin, but now it will be an execution chamber plus arena that can be collapsed into magma.

We're about to dig a passage to another adamantine vein. There will be a dance pool and bar, after we smooth it and engrave. Female naked goblins in glass cages are The Must!

And while I'm here, can you provide a brief course of local defences? Apart from just "CHAAAAAAAARGEEEEEE!!!!!!". There are mysterious pumps and channels and I have no idea how they should work. I think I just leave then untouched. And there is a strange tower with ballista on top of it, that shoots in the open air. Flying enemied hunting device, maybe?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 01, 2014, 08:26:52 am**

Which magma-filled basin?

Woo! Also, you can *try* to make an adamantine sword please? I tried on my turn, but they kept using it for lame artifacts like "Nutglide".

Yea... Charging is the most effective. When the babies grow, you can put Ezum and Tekkud back in the Void-wraiths. They're both super-legendary so...

The pumps and channels: Please don't touch the pipework near the surface. It's an unfinished project that could potentially flood several layers of the fort and put out the magma forges.

The ballistae and catapults: Supposed to be yes. Don't know if they work yet, never tested them. Flying things were a huge nuisance in my turn. Feel free to use these to wipe them out. (In theory.)

The other stuff on the surface: The bridge and new cell are unfinished, but should be by summer. There's not a lot of other fortifications to this new part, so feel free to use traps and such. Also, I built a new surface barracks. In my whole turn, all five of the worthwhile attacks came from the surface, so please move the troops to the surface. ALSO. DON'T REACTIVATE THE DEATH-ROOM. I don't like babie-on-a-stick. An' uh... hmm. Don't mine out the last block holding in Baru, the cage traps don't work. The caverns are pretty well defended, and shouldn't give you any trouble.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **April 01, 2014, 10:37:08 am**

Quote from: CaptainMcClellan on April 01, 2014, 08:26:52 am

...

Woo! Also, you can *try* to make an adamantine sword please? I tried on my turn, but they kept using it for lame artifacts like "Nutglide".

...

Couldn't you forbid the Adamantine as soon as a mood comes up? I remember a thread talking about how to get the most out of a mood...

Yep, found it. (<http://www.bay12forums.com/smf/index.php?topic=135320.0>)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 01, 2014, 10:59:15 am**

Quote from: TalonisWolf on April 01, 2014, 10:37:08 am

Quote from: CaptainMcClellan on April 01, 2014, 08:26:52 am

...

Woo! Also, you can *try* to make an adamantine sword please? I tried on my turn, but they kept using it for lame artifacts like "Nutglide".

...

Couldn't you forbid the Adamantine as soon as a mood comes up? I remember a thread talking about how to get the most out of a mood...

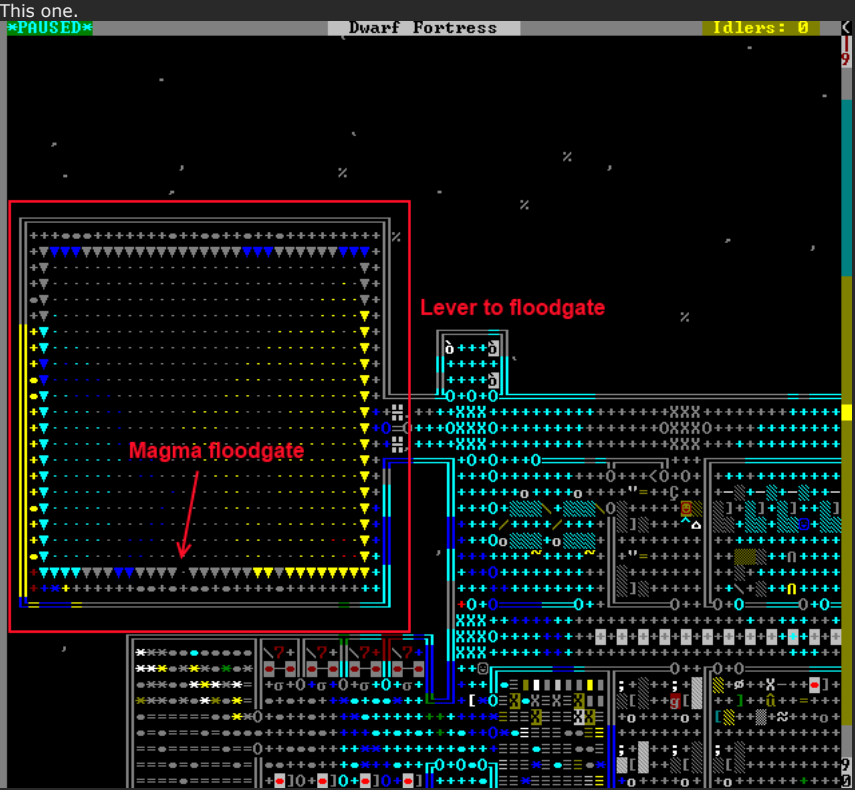
Yep, found it. (<http://www.bay12forums.com/smf/index.php?topic=135320.0>)

Thanks Talonis! :) +1 Awesome for your awesome meter.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **peregarrett** on **April 01, 2014, 01:15:01 pm**

Quote from: CaptainMcClellan on April 01, 2014, 08:26:52 am

Which magma-filled basin?



Quote from: CaptainMcClellan on April 01, 2014, 08:26:52 am
Wool! Also, you can try to make an adamantite sword please? I tried on my turn, but they kept using it for lame artifacts like "Nutglide".
Unfortunately there's already some possessed glassmaker. Do we have a glass furnace? Looks like we don't...

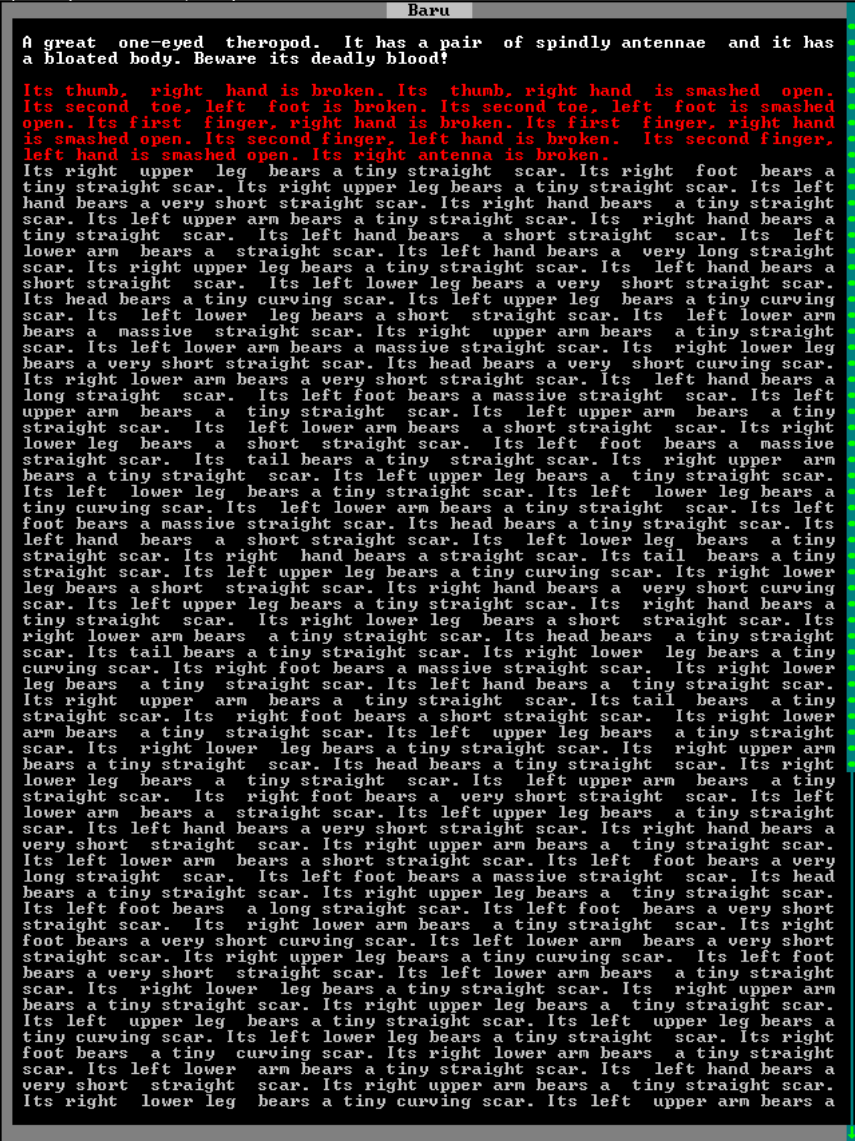
Quote from: CaptainMcClellan on April 01, 2014, 08:26:52 am
The pumps and channels: Please don't touch the pipework near the surface. It's an unfinished project that could potentially flood several layers of the fort and put out the magma forges.
Okay. I hope trolls will do not touch it too.

Quote from: CaptainMcClellan on April 01, 2014, 08:26:52 am
Don't mine out the last block holding in Baru, the cage traps don't work. The caverns are pretty well defended, and shouldn't give you any trouble.
Baru is busy destroying the artifact coffin



And suddenly it's not designated to be Anima's tomb, though there's body of his previous incarnations. The tomb is set as resting place of Feldrain 2nd.

And Baru doesn't feel good. Someone tried to carve him alive? Maybe We should finish him off, for the misery.
Spoiler (click to show/hide)



And there's another group of migrants.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on April 01, 2014, 02:19:21 pm

Oh yea, I'm pretty sure that's a goblin statue maker.

And no... we should probably make a glass furnace.

Eh... If trolls get at it, I can probably fix. That's why I didn't hook the power to the first pump.

I would have finished off Baru but he has poison blood and it was strong enough to kill past-Anima. It's also immune to traps.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **peregarrett** on **April 01, 2014, 03:27:58 pm**

Quote from: CaptainMcClellan on April 01, 2014, 02:19:21 pm
I would have finished off Baru but he has poison blood and it was strong enough to kill past-Anima. It's also immune to traps.
I've just got a brilliant idea... are voidspawn immune to its blood? I think no, but have to check.

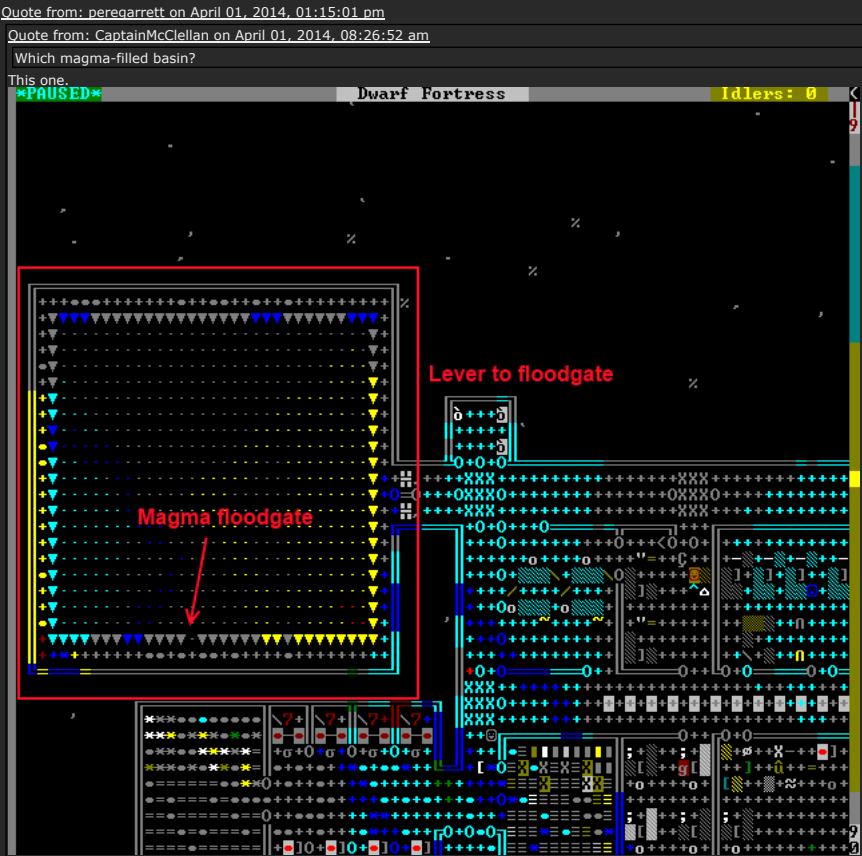
Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 01, 2014, 06:17:49 pm**

Haha. I like that idea. :) I really, really hope it works. Just in case you should build a safety hatch.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheGhostKing** on **April 01, 2014, 09:40:18 pm**

Can i get in line for a turn running the fort after peregarrett?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Shaggard** on **April 01, 2014, 09:46:18 pm**



Quote from: CaptainMcClellan on April 01, 2014, 08:26:52 am
Woo! Also, you can try to make an adamantite sword please? I tried on my turn, but they kept using it for lame artifacts like "Nutglide".
Unfortunately there's already some possessed glassmaker. Do we have a glass furnace? Looks like we don't...

Quote from: CaptainMcClellan on April 01, 2014, 08:26:52 am
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And suddenly it's not designated to be Anima's tomb, though there's body of his previous incarnations. The tomb is set as resting place of Feldrain 2nd.
And Baru doesn't feel good. Someone tried to carve him alive? Maybe We should finish him off, for the misery.
[Spoiler](#) (click to show/hide)

A great one-eyed theropod. It has a pair of spindly antennae and it has a bloated body. Beware its deadly blood!

Its thumb, right hand is broken. Its thumb, right hand is smashed open. Its second toe, left foot is broken. Its second toe, left foot is smashed open. Its first finger, right hand is broken. Its first finger, right hand is smashed open. Its second finger, left hand is broken. Its second finger, left hand is smashed open. Its right antenna is broken. Its right upper leg bears a tiny straight scar. Its right foot bears a tiny straight scar. Its right upper leg bears a tiny straight scar. Its left hand bears a very short straight scar. Its right hand bears a tiny straight scar. Its left upper arm bears a tiny straight scar. Its right hand bears a tiny straight scar. Its left hand bears a short straight scar. Its left lower arm bears a straight scar. Its left hand bears a very long straight scar. Its right upper leg bears a tiny straight scar. Its left hand bears a short straight scar. Its left lower leg bears a very short straight scar. Its head bears a tiny curving scar. Its left upper leg bears a tiny curving scar. Its left lower leg bears a short straight scar. Its left lower arm bears a massive straight scar. Its right upper arm bears a tiny straight scar. Its left lower arm bears a massive straight scar. Its right lower leg bears a very short straight scar. Its head bears a very short curving scar. Its right lower arm bears a very short straight scar. Its left hand bears a long straight scar. Its left foot bears a massive straight scar. Its left upper arm bears a tiny straight scar. Its left upper arm bears a tiny straight scar. Its left lower arm bears a short straight scar. Its right lower leg bears a short straight scar. Its left foot bears a massive straight scar. Its tail bears a tiny straight scar. Its right upper arm bears a tiny straight scar. Its left upper leg bears a tiny straight scar. Its left lower leg bears a tiny straight scar. Its left lower leg bears a tiny curving scar. Its left lower arm bears a tiny straight scar. Its left foot bears a massive straight scar. Its head bears a tiny straight scar. Its left hand bears a short straight scar. Its left lower leg bears a tiny straight scar. Its right hand bears a straight scar. Its tail bears a tiny straight scar. Its left upper leg bears a tiny curving scar. Its right lower leg bears a short straight scar. Its right hand bears a very short curving scar. Its left upper leg bears a tiny straight scar. Its right hand bears a tiny straight scar. Its right lower leg bears a short straight scar. Its right lower arm bears a tiny straight scar. Its head bears a tiny straight scar. Its tail bears a tiny straight scar. Its right lower leg bears a tiny curving scar. Its right foot bears a massive straight scar. Its right lower leg bears a tiny straight scar. Its left hand bears a tiny straight scar. Its right upper arm bears a tiny straight scar. Its tail bears a tiny straight scar. Its right foot bears a short straight scar. Its right lower arm bears a tiny straight scar. Its left upper leg bears a tiny straight scar. Its right lower leg bears a tiny straight scar. Its right upper arm bears a tiny straight scar. Its head bears a tiny straight scar. Its right lower leg bears a tiny straight scar. Its left upper arm bears a tiny straight scar. Its right foot bears a very short straight scar. Its left lower arm bears a tiny straight scar. Its left hand bears a very short straight scar. Its right upper arm bears a tiny straight scar. Its left foot bears a long straight scar. Its left foot bears a very short straight scar. Its right lower arm bears a tiny straight scar. Its right foot bears a very short curving scar. Its left lower arm bears a very short straight scar. Its right upper leg bears a tiny curving scar. Its left foot bears a very short straight scar. Its left lower arm bears a tiny straight scar. Its right lower leg bears a tiny straight scar. Its right upper arm bears a tiny straight scar. Its right upper leg bears a tiny straight scar. Its left upper leg bears a tiny curving scar. Its left lower leg bears a tiny straight scar. Its right foot bears a tiny curving scar. Its right lower arm bears a tiny straight scar. Its left lower arm bears a tiny straight scar. Its left hand bears a very short straight scar. Its right upper arm bears a tiny straight scar. Its right lower leg bears a tiny curving scar. Its left upper arm bears a

And there's another group of migrants.

It's all a clever ruse, dwarf brother. All those scars just equalate to a suit of eldritch leather over it's already elritch leather skin, and a broken hand? They that dwell below the under furnace have no care for such petty inclinations as minor maiming.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**

Post by: **peregarrett** on **April 02, 2014, 04:34:25 am**

Posessed glassmaket got mad, 'cause everyone were too busy to build a furnace. Screw him, we can live without useless glass trinket.

Working on capturing Baru and bleed him for use. Currently setting up bridges at cage trap corridor.

Those who don't have moodable skill how have weaponsmithing enabled and a task to make infinite number of silver bolts ordered. You never can have too much bolts.

Ringo, our captain of guard has sword and crossbow in one hand, and a hammer in another, and a silver whip is enlisted in his uniform. I have no idea how he's going to use it, so I just set guards using swords and whips only.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**

Post by: **CaptainMcClellan** on **April 02, 2014, 08:00:16 am**

Mm, yeah but it can be good for metals. If the leaders allow us to trade an artifact.

Good luck!

Mmm... I purchased metals and we should have a bunch of scrap silver everywhere to be melted down. Not to mention all the bolts of many metals throughout the fort.

Haha! Be prepared! Fire a bolt, smash it with a hammer, slice it's head off, and use the whip for punishment!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**

Post by: **peregarrett** on **April 02, 2014, 03:56:25 pm**

It's summer. Elven caravan has spawnet at the southers palisade, and I spent a few time looking for right lever to let them in.

Baru Blood Donation system has been designed and now we're waiting for miners to dig it. I think I need MORE miners. MUCH MORE.

Magma basin platform is being constructed. Soon there will be the first bloodspatter that baptizes it.

A few peasants got some skill in weaonsmithing, so they were removed from that job.

Mostly nothing happens. Giant rat have stolen cave fish. Masons are making coffins. Someone have seen a ghost of Puff, and a glazer started a tantrum possessed by another ghost. Booooooring

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**

Post by: **CaptainMcClellan** on **April 02, 2014, 08:52:33 pm**

Be careful trading with elves, last year I had to kill them.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**

Post by: **TheSaberTooth** on **April 02, 2014, 10:17:01 pm**

Quote from: CaptainMcClellan on April 02, 2014, 08:52:33 pm

Be careful trading with elves, last year I had to kill them.

When don't we have to kill them?

By the way, are you people still dorfing people?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**

Post by: **ChaosMaker** on **April 02, 2014, 10:50:55 pm**

a silver whip??? aww...but i like bleeding my enemies dry and flaying their flesh off their bones!!!

can i have the next whip (silver or steel, quality dont matter) and a hammer please? would work best for my skills.

and idea for why im not in charge this season...putting in the resident furry/mmoneymaker/goblin-brothel "Buisnes-dwarf" was a better idea, i had to many things to do in the warp for a time...until the next 2? overseers jobs are done then ill have a crack at the fort. plus i shouldve put DF higher priority for my comp now i think about it.

also just had a wonderfully evil idea...make walls near the ramps around murdermachines, leave 1 entrence wide enough for caravans (with wagons) to get through, then make a corridor (one for the caravan, untrapped leading to a dead end where trade goods will be stored untill furthur use) and the trapped corridor, where our dwarves weapon,cage, and stone-fall traps will be put in, all either silver or steel weapons/cages, and heaviest rocks used!

finally floor over all that so no fliers can get in. and presto! murdermachines will be turned into a citidel...of course the area with the magma nearby wouldve been used to make an obsidean grea hall, fill it with magma, then have it cool off to make obsidean rock (it could replace the beacon as a place where our dwarveas are summoned, all convinently replicated as a great hall...put in artifact quality or masterwork tables, thrones, statues, ect. untill its worth at least 1/10 of the fort itself! to do so set a few of the industries to only use either the best workers *legendary or at least 2 lesser levels down* to make the items if no artifacts are to be made.)

anyway good luck peregarrett...and please dont make a furry/goblin brothel while im away...honestly, if your going to do something like that at least use real gold coins!!!! (better yet have some of our blacksmiths or at least one of them to make countless platinum, gold, and silver coins! silver would be the basic currency of the fort, gold would be for nobles, and platinum would be for animas own dark pleasure of having his own hoard in his tomb!)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**

Post by: **kefkakrazy** on **April 03, 2014, 04:41:10 am**

Man. I just booted up a new DF with the latest LNP just to see how rusty I've gotten.

Holy sheepshit. The amount of progress they've made with things like DFhack. The planning modes. The UI achievements. I'm blown away.

Truly, the Word of the Internet is, "If you do not build it, they will hivemind it for you."

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**

Post by: **CaptainMcClellan** on **April 03, 2014, 08:27:36 am**

Quote from: kefkakrazy on April 03, 2014, 04:41:10 am

Truly, the Word of the Internet is, "If you do not build it, they will hivemind it for you."

Yup. It almost takes away my initiative to learn coding. Only my paranoid nature makes it worth it.

Also, I like most of your ideas Chaos Maker, but we actually *need* sky exposed areas. For farms at first and later for easy flooding of compartments from the sky fort. My suggestion would be a tower of ballistae to obliterate the flying idiots. That way, we can scavenge and reuse the bolts and such. Or at very least, train a squad in archery and have them station at varied points on the battlements to shoot things down. (So we can scavenge the bolts and exploit the disproportionate amount of metal we can melt out of using individual bolts instead of stacks.)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **April 03, 2014, 10:15:20 am**

Out of curiosity, I downloaded the last save and opened it up.

WHAT. THE. FUCK.

A few, half-naked dwarves roam a massive, incomprehensible fort. The surface is covered with bodies and random items. The caverns are a mess. There are corpses sitting at tables everywhere. A fisherdwarf is paralyzed at a table after putting on clothing covered in forgotten beast extract. Some keets just hatched. People are going missing and being found dead. Hallways that lead nowhere, multiple staircases to get to the same place. Random veins being excavated. Miasma fills the halls. Levers in random places. Engravings of voidspawn killing dwarves. Engravings of dwarves engraving. Random corpse stockpiles. Slabs for voidspawn. Everything is covered in Fungin's blood. I cannot wrap my mind around this fort. Screenshots just do not do the place justice. Just... what the fuck.

EDIT: I found out why everyone keeps dying. Someone unforbid the guineahen egg roasts. They are covered in deadly paralytic poison. That's the gecko sauce evryone was talking about a while back. Just forbid them and you should be fine.

EDIT2: Dwarf me as Flame, then make me a furnace operator. Someone needs to smelt all that ore.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **peregarrett** on **April 03, 2014, 12:10:14 pm**

Quote from: TheFlame52 on April 03, 2014, 10:15:20 am

EDIT: I found out why everyone keeps dying. Someone unforbid the guineahen egg roasts. They are covered in deadly paralytic poison. That's the gecko sauce evryone was talking about a while back. Just forbid them and you should be fine.

EDIT2: Dwarf me as Flame, then make me a furnace operator. Someone needs to smelt all that ore.

Oh? Nobody died in my turn. Yet. And I think I checked those roasts... Actually, it was me who found them before fort crumbled to death last time, so I DO know how deadly they are.

Will dwarf you in next session. Things are going slow. And yes, the fort is an utter mess, and it gets worse and worse.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **SanDiego** on **April 03, 2014, 01:06:22 pm**

Quote from: TheFlame52 on April 03, 2014, 10:15:20 am

A few, half-naked dwarves roam a massive, incomprehensible fort. The surface is covered with bodies and random items. The caverns are a mess. There are corpses sitting at tables everywhere. A fisherdwarf is paralyzed at a table after putting on clothing covered in forgotten beast extract. Some keets just hatched. People are going missing and being found dead. Hallways that lead nowhere, multiple staircases to get to the same place. Random veins being excavated. Miasma fills the halls. Levers in random places. Engravings of voidspawn killing dwarves. Engravings of dwarves engraving. Random corpse stockpiles. Slabs for voidspawn. Everything is covered in Fungin's blood. I cannot wrap my mind around this fort. Screenshots just do not do the place justice. Just... what the fuck.

So what you are trying to say is "Bussiness as usual", right?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 03, 2014, 01:17:52 pm**

What? Everything was fine in my turn. Wow. When Terry hits, he must full on body-slam.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **April 03, 2014, 01:20:50 pm**

Quote from: SanDiego on April 03, 2014, 01:06:22 pm

So what you are trying to say is "Bussiness as usual", right?

Yyyyyyyyyyep.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 03, 2014, 01:31:55 pm**

Wait a minute... Where were the roasts stored? If they were on the surface level, I might have unforbidden them by accident. (Not that any dwarves died that way during my turn.) What I did was to get at the valuable Goblinite, I just made one gigantic "Unforbid" square covering the entire surface.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **April 03, 2014, 01:36:09 pm**

Some were stored, some were on tables. They were all over the place. Every one of them was unstacked.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 03, 2014, 01:39:52 pm**

Quote from: TheFlame52 on April 03, 2014, 01:36:09 pm

Some were stored, some were on tables. They were all over the place. Every one of them was unstacked.

Oh.... That could be bad.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Grombardrim** on **April 03, 2014, 01:46:41 pm**

McClellan: Master of Understatement.

BTW, I also asked to be Dorfed a while back, you might want to check the table on the first post when you go to Dorf people.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **April 03, 2014, 01:49:37 pm**

Quote from: TheFlame52 on April 03, 2014, 10:15:20 am

Engravings of voidspawn killing dwarves.

For a second there I thought you meant that the engravings had killed dwarves. On the positive side, I wasn't really surprised at the idea.

Also, don't forget to dwarf me. I asked a while back.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **April 03, 2014, 02:18:41 pm**

Also, you might want to look at all the tables and chairs to find the ones with the stacks of bodies. On those tables are the roasts.

Quote from: CaptainMcClellan on April 03, 2014, 01:31:55 pm

Wait a minute... Where were the roasts stored? If they were on the surface level, I might have unforbidden them by accident. (Not that any dwarves died that way during my turn.) What I did was to get at the valuable Goblinite, I just made one gigantic "Unforbid" square covering the entire surface.

Probably not. Some were stored down in the cavern food stockpile.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **April 03, 2014, 02:19:44 pm**

Quote from: Dwarf4Explosives on April 03, 2014, 01:49:37 pm

Quote from: TheFlame52 on April 03, 2014, 10:15:20 am

Engravings of voidspawn killing dwarves.

For a second there I thought you meant that the engravings had killed dwarves. On the positive side, I wasn't really surprised at the idea.

Sig'd

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **April 03, 2014, 03:49:36 pm**

What I want to know is, how in the fuck the gecko sauce got onto the egg roasts in the first place. It's a question that has never been answered to my satisfaction.

Did they fight EGGUANA near a food stockpile? Did soldiers coated in FB extract track it into the food stockpile? Like, I'm dead serious here, what the hell actually happened?

I'm going to laugh a long, long time if the gecko sauce manages to start claiming victims again. At this point I'm almost ready to advocate that we autodump every prepared meal on the map just in the interest of not turning our dining hall into a discount morgue. Again.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 03, 2014, 05:48:14 pm**

Quote from: kefkakrazy on April 03, 2014, 03:49:36 pm

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I'm going to laugh a long, long time if the gecko sauce manages to start claiming victims again. At this point I'm almost ready to advocate that we autodump every prepared meal on the map just in the interest of not turning our dining hall into a discount morgue. Again.

Well what's the point of that? It's easier just to put a dwarven air-lock on the dining hall. I'm kidding of course, I actually agree with kefk. I don't know how the gecko sauce got into the egg roasts, but I'd like to see the story.

Also, has anyone seen Terry? Is he too busy Terryorizing the fort to talk to us now?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **April 03, 2014, 08:06:30 pm**

I PM'd him asking if he would grace us with his presence during a turn. His response was along the lines of "We shall see..."

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 03, 2014, 08:08:12 pm**

Oh. Well then.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Shaggard** on **April 03, 2014, 08:21:50 pm**

Quote from: kefkakrazy on April 03, 2014, 03:49:36 pm

What I want to know is, how in the fuck the gecko sauce got onto the egg roasts in the first place. It's a question that has never been answered to my satisfaction.

Did they fight EGGUANA near a food stockpile? Did soldiers coated in FB extract track it into the food stockpile? Like, I'm dead serious here, what the hell actually happened?

I'm going to laugh a long, long time if the gecko sauce manages to start claiming victims again. At this point I'm almost ready to advocate that we autodump every prepared meal on the map just in the interest of not turning our dining hall into a discount morgue. Again.

When you live in Murdermachines, death's gotta taste sweet.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **April 03, 2014, 09:24:42 pm**

Quote from: TalonisWolf on April 03, 2014, 08:06:30 pm

I PM'd him asking if he would grace us with his presence during a turn. His response was along the lines of "We shall see..."

That sounds simultaneously comforting and horrifically ominous.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **April 04, 2014, 12:04:00 am**

I missed this...

the chaos, the death, the madness, and murdering, and not to forget the geko sauce...im almost ashamed I couldn't do my turn properly, only 2 more weeks...and ill have a *FULL DAMN TURN* of our beloved fort. Plus its just business as usual for us at deathgate trilogy. when I read the voidspawn engravings were killing dwarves...I almost shrugged and thought the fort was finally starting to kill us now.

not that it hasn't yet, me thinks the fort itself put the sauce in the food supply, I suggest we use auto-dump EVERYTHING into lava and then start anew, all waste material on the surface, all the tainted food, auto-clean all the surfaces, and then finally get the fort running. The best explanation would be that we finally had enough of the shit going on and used the void as a dumping ground for all the shit we have at the fort. this way not only do we get rid of the crap on the surface (allowing more faster dwarves saving them from FPS slowness) but also the ability to actually use the surface as its meant to be...nothing more then a strip-landed area where trees and plants are at our mercy...weep mother nature...because us dwarves will come for you!!! anyway reason why I say gather surface food is because it will allow us the chance to live while we gather the trees on the surface, allowing more building material for a palisade (used for outer defense, give 5 part opening around 3 points of the fort, west-north-east to allow caravans and migrants into the fort, also put a walkway around the palisades top, which we could patrol with dwarves and station animals we have that are currently not being used for anything but being burdens and stationing them as meatsheilds for the spawn and goblin raids. allowing us to mobilize our dwarves into killing machines.

on a side note: have I beaten anyone to death yet? I need the souls to properly materialize into the fort by the time I arrive...and if we manage to get vampires: I suggest we use put them into cages and show them the light of day forevermore...that or a good beating with a hammer!!! Yes...flay their flesh off and beat them into a pulp!!!

on a final non-psychotic note: are we going to separate the dwarven population? if so then farmers and craftsmen near the surface where they can trade and make food, the army or at least half of it consisting of the weaker dwarves will protect them while the elites will prepare to invade the circus, the fortress guard can have patrols on the outer walls and in the inner fort. nobles such as us can live around magma layer, of course not having any paths from the lower fort into our domain when we invade the circus but the demons will have to transverse the top layer of there can move everyone a level down, the top dwarves can finally go to the caverns (because im seeing us blocking off at least 50% of the area, allowing us to farm the caverns for trees and cave-food...as well as animals that can breed down there!) and everything will be nice, chaotically-organized, with lots of corpses and slabs to mark our names...

anyone thinking the void spawn have already taken the circus and are currently occupying it right now? because if so then ill laugh my beard off if we have to fight those abominations to get a claim on the circus!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **peregarrett** on **April 04, 2014, 12:58:10 am**

I made a few dorfings and checked egg roasts. There are no egg roasts here at all! someone dumped them, or they completely rot away.

Check dorfinator for changes and add yourself, if you're not there

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **April 04, 2014, 03:52:07 am**

You have performed admirably, but now the wheel shall start turning.

Enjoy the fortress while you can.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **April 04, 2014, 05:40:10 am**

Quote from: Terry, Twisted Darkness on April 04, 2014, 03:52:07 am

You have performed admirably, but now the wheel shall start turning.

Enjoy the fortress while you can.

...Well, fuck.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **peregarrett** on **April 04, 2014, 06:08:30 am**

Quote from: Terry, Twisted Darkness on April 04, 2014, 03:52:07 am

You have performed admirably, but now the wheel shall start turning.

Enjoy the fortress while you can.

Oh, I should dwarf you too.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **April 04, 2014, 06:10:57 am**

Quote from: peregarrett on April 04, 2014, 06:08:30 am

Quote from: Terry, Twisted Darkness on April 04, 2014, 03:52:07 am

You have performed admirably, but now the wheel shall start turning.

Enjoy the fortress while you can.

Oh, I should dwarf you too.

That seems like an EXTREMELY bad idea.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **peregarrett** on **April 04, 2014, 06:16:40 am**

Quote from: Lolfail0009 on April 04, 2014, 06:10:57 am

Quote from: peregarrett on April 04, 2014, 06:08:30 am

Quote from: Terry, Twisted Darkness on April 04, 2014, 03:52:07 am

You have performed admirably, but now the wheel shall start turning.

Enjoy the fortress while you can.

Oh, I should dwarf you too.

That seems like an EXTREMELY bad idea.

You think? Okay...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **April 04, 2014, 06:17:59 am**

Quote from: peregarrett on April 04, 2014, 06:16:40 am

Quote from: Lolfail0009 on April 04, 2014, 06:10:57 am

Quote from: peregarrett on April 04, 2014, 06:08:30 am

Quote from: Terry, Twisted Darkness on April 04, 2014, 03:52:07 am

You have performed admirably, but now the wheel shall start turning.

Enjoy the fortress while you can.

Oh, I should dwarf you too.

That seems like an EXTREMELY bad idea.

You think? Okay...

Unless you have a dwarf with no friends, quite a few grudges, no family, and a raised bridge, don't dorf Terry.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **April 04, 2014, 07:21:42 am**

You know what? I will have a custom title. Chaosbane. Also, put another food stockpile down by the forges so my dorf will have more time to smelt.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Grombardrim** on **April 04, 2014, 07:40:08 am**

Peregarrett, Murdermachines wants you to Dorf the FUCK out of Terry. DO IT!

Also, could we have an update on who all of our Dorfs are and what they're doing?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **peregarrett** on **April 04, 2014, 07:54:29 am**

Quote from: Grombardrim on April 04, 2014, 07:40:08 am
Peregarrett, Murdermachines wants you to Dorf the FUCK out of Terry. DO IT!

Also, could we have an update on who all of our Dorfs are and what they're doing?

Oh. That's a shitload of screenshots, and previos time when I did that, it took me almost whole day.

Ok, I'll try.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 04, 2014, 08:11:49 am**

Quote from: Lolfail0009 on April 04, 2014, 06:17:59 am
Quote from: peregarrett on April 04, 2014, 06:16:40 am
Quote from: Lolfail0009 on April 04, 2014, 06:10:57 am
Quote from: peregarrett on April 04, 2014, 06:08:30 am
Quote from: Terry, Twisted Darkness on April 04, 2014, 03:52:07 am
You have performed admirably, but now the wheel shall start turning.
Enjoy the fortress while you can.
Oh, I should dwarf you too.

That seems like an EXTREMELY bad idea.
You think? Okay...

Unless you have a dwarf with no friends, quite a few grudges, no family, and a raised bridge, don't dorf Terry.

He can *try* but I wouldn't have Terry and Chaos Maker running loose at the same time.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 04, 2014, 08:27:13 am**

Anyone want to see an artist's rendition of Terry?

Spoiler (click to show/hide)



Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **April 04, 2014, 09:23:13 am**

Quote from: CaptainMcClellan on April 04, 2014, 08:27:13 am
Anyone want to see an artist's rendition of Terry?

Spoiler (click to show/hide)



Terry, the Black Spaghetti!
(For all we know, that could be exactly what he looks like)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **peregarrett** on **April 04, 2014, 09:26:45 am**

Oh noes. He looks terribly close to Flying Spaghetti Monster

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **April 04, 2014, 10:37:31 am**

That seems rather inaccurate for a portrait of Terry. First, you start with an inverted hypercube, large enough to enclose the universe (and, as hypercubes are 4d, enclosing the small stretch of time wherein dwarven life has evolved). Then you make the outlines (inlines?) intersect, before adding a smiley face to one of the (in)sides, along with a pair of short-shorts.

Spoiler (click to show/hide)

Quote from: Shaggard on April 03, 2014, 08:21:50 pm
Quote from: kefkakrazy on April 03, 2014, 03:49:36 pm
What I want to know is, how in the fuck the gecko sauce got onto the egg roasts in the first place. It's a question that has never been answered to my satisfaction.

Did they fight EGGUANA near a food stockpile? Did soldiers coated in FB extract track it into the food stockpile? Like, I'm dead serious here, what the hell actually happened?

I'm going to laugh a long, long time if the gecko sauce manages to start claiming victims again. At this point I'm almost ready to advocate that we autodump every prepared meal on the map just in the interest of not turning our dining hall into a discount morgue.
Again.

When you live in Murdermachines, death's gotta taste sweet.
That'd make a great sig.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 04, 2014, 10:42:51 am**

Quote from: Dwarf4Explosives on April 04, 2014, 10:37:31 am

That seems rather inaccurate for a portrait of Terry. First, you start with an inverted hypercube, large enough to enclose the universe (and, as hypercubes are 4d, enclosing the small stretch of time wherein dwarven life has evolved). Then you make the outlines (inlines?) intersect, before adding a smiley face to one of the (in)sides, along with a pair of short-shorts.
Spoiler (click to show/hide)
Quote from: Shaggard on April 03, 2014, 08:21:50 pm

Quote from: kefkakrazy on April 03, 2014, 03:49:36 pm

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Did they fight EGGUANA near a food stockpile? Did soldiers coated in FB extract track it into the food stockpile? Like, I'm dead serious here, what the hell actually happened?

I'm going to laugh a long, long time if the gecko sauce manages to start claiming victims again. At this point I'm almost ready to advocate that we autodump every prepared meal on the map just in the interest of not turning our dining hall into a discount morgue. Again.

When you live in Murdermachines, death's gotta taste sweet.
That'd make a great sig.

You're overcomplicating things. Terry is a being of symbolism, chaos, and impressionism. To have so ordered a form as you suggest would counteract both his ability to wreak havoc (as he would have to worry about destroying himself) and blow minds (as he is rather easily measured with such a form.) Besides anyway, it was a joke. I drew that thing over half a year ago because I was bored.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **April 04, 2014, 10:45:57 am**

And besides, didn't Terry say that he was seventy-something-dimensional? A tesseract wouldn't cut it.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 04, 2014, 10:47:56 am**

He wasn't even describing a tesseract, he was describing a mere hypercube. I've played a Rubik's cube in four dimensions and one in five dimensions, I know what I'm talking about. Though why it would resemble a two-dimensional smiley face from all directions is beyond me...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **April 04, 2014, 10:53:47 am**

Quote from: CaptainMcClellan on April 04, 2014, 10:47:56 am

He wasn't even describing a tesseract, he was describing a mere hypercube. I've played a Rubik's cube in four dimensions and one in five dimensions, I know what I'm talking about. Though why it would resemble a two-dimensional smiley face from all directions is beyond me...

There's a difference? I always thought hypercube was a layman's term for a tesseract, a four dimensional cube.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Grombardrim** on **April 04, 2014, 10:57:15 am**

I can't seem to find the picture, but didn't Lord Anima decree that Terry was a camp-looking man in short shorts and sandals?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 04, 2014, 11:00:17 am**

Quote from: Lolfail0009 on April 04, 2014, 10:53:47 am

Quote from: CaptainMcClellan on April 04, 2014, 10:47:56 am

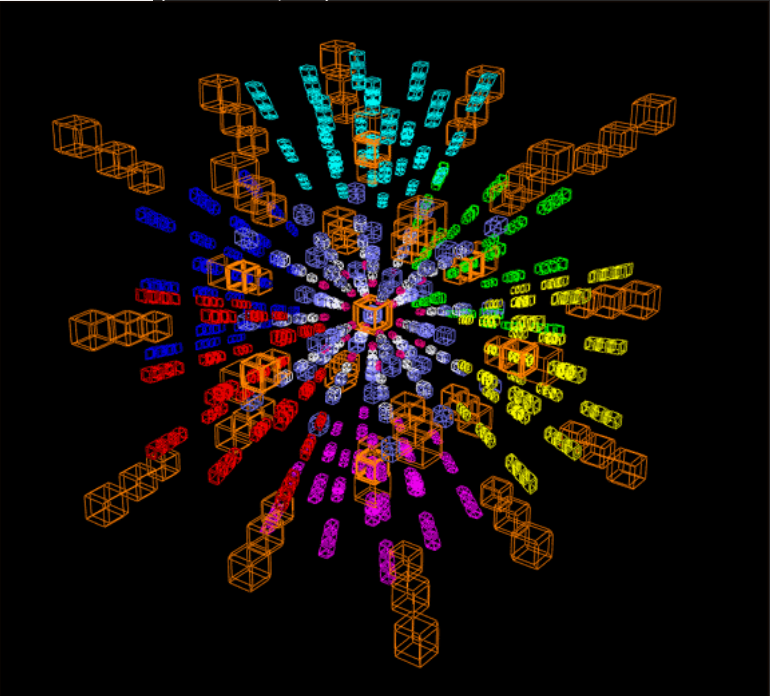
He wasn't even describing a tesseract, he was describing a mere hypercube. I've played a Rubik's cube in four dimensions and one in five dimensions, I know what I'm talking about. Though why it would resemble a two-dimensional smiley face from all directions is beyond me...

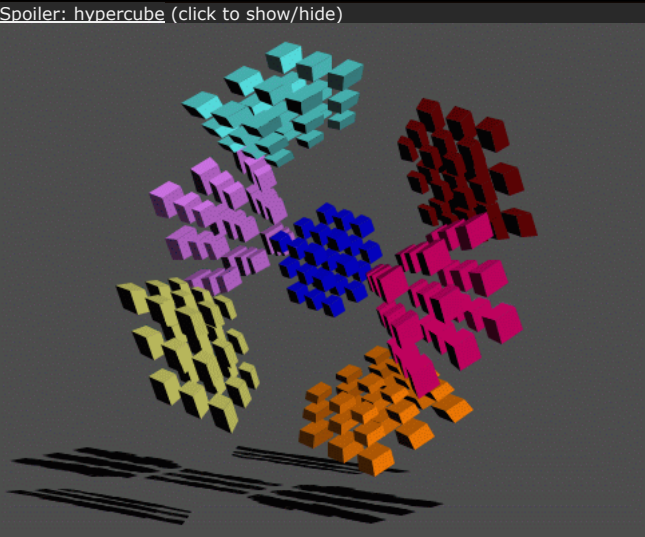
There's a difference? I always thought hypercube was a layman's term for a tesseract, a four dimensional cube.

No, no, no... A tesseract is a *five* dimensional cube. Or more often a five-dimensional hyperbola, but it can refer to both.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 04, 2014, 11:02:42 am**

Spoiler: tesseract (click to show/hide)





Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **April 04, 2014, 11:26:23 am**

Look, can we quit it with the two-dimensional representations of four-dimensional objects? I was just trying to establish a metaphor that can easily be represented in a vaguely comprehensible way whilst still being kind of disturbing. And anyway, the original picture of Terry clearly shows that he looks like a guy on a skateboard wearing, if my memory is accurate, short-shorts and a goofy grin. Anyway, I think Terry is rather clearly an i-dimensional anomaly rather than a creature that merely exists within existing dimensions.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Grombardrim** on **April 04, 2014, 03:50:36 pm**

Terry is the personification of what you would get if you took an i-dimensional being, strung it out to n dimensions, used the strings in the world's deadliest game of Cat's Cradle, put the whole thing into a scanner, and 'shopped it to look like said aforementioned gay skater dude.

Edit: I'm not homophobic (seriously, I don't give a shit. If you're gay, that's cool. If you're not, that's cool too. As long as you don't try to rape me, it's none of my business), I just couldn't think of any better way to describe what I remember of Terry.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **peregarett** on **April 04, 2014, 04:04:56 pm**

Oh, nice try, Terry, hanging my laptop in the middle of dwarfing process. You can do better!

Anyway, I dorfed fucking EVERYONE! Enjoy:

Spoiler: Fungin (click to show/hide)

'Fungin' Esdortobul, "'Fungin' Soldcanyons", Heater

'Fungin' Esdortobul has been quite content lately. She slept in a good bedroom recently. She has been tired lately. She dined in a legendary dining room recently. She has been haunted by the dead lately. She was unable to find somebody in charge to yell at lately. She was caught in the rain recently. She has been satisfied at work lately. She sustained minor injuries recently.

She is married to 'Thaddeus' Channelboulders and has two children: Fikod Goldrumor and Dodok Merchantburned.

She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The Cudgel of Masters. She is a former member of The Page of Flame. She arrived at Usânstâkud Nazushmestthos on the 20th of Hematite in the year 267.

She is one hundred eight years old, born on the 1st of Granite in the year 162.

She is average in size. Her raw umber eyes are sunken. Her very short hair is neatly combed. Her ears are slightly flattened. Her head is somewhat short. Her hair is gray mixed with dark tan. Her right upper arm is gone.

Her skin is brown. Her upper body bears a very short straight scar.

She is indefatigable.

'Fungin' Esdortobul likes slate, iron, melanite, ibex horn, bolts, backpacks, amulets and Wolverines for their tenacity. When possible, she prefers to consume giant horseshoe crab and sunshine. She absolutely detests large roaches.

She has great creativity, but she has little willpower, poor spatial senses and little linguistic ability.

She is often nervous. She rarely feels discouraged. She never feels tempted to overindulge in anything. She is very distant and reserved. She is very assertive. She lives for risk and excitement. She can be very happy and optimistic. She appreciates art and natural beauty. She is uncomfortable with change. She believes that some deception is necessary in relationships with others. She doesn't go out of her way to do more work than necessary. She tenses up when she's nervous. She keeps her voice very quiet when she is nervous. She skips over to others when she meets them. She needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

Legendary Miner, Weaponsmith and HighMaster Armorer, Great Flatterer

Spoiler: Peregarrette (click to show/hide)

'Peregarrette' itebatul, "'Peregarrette' Postford", Miner

'Peregarrette' itebatul has been fine lately. She has complained of thirst lately. She has been tired lately. She dined in a legendary dining room recently. She slept in a very good bedroom recently. She had a pretty decent drink lately. She has been satisfied at work lately. She was nauseated by the sun lately. She has been haunted by the dead lately. She was irritated by the sun lately. She sustained minor injuries recently.

She is married to 'SanDiego' Violencebusts and has two children: Ral Orbsieged and Astesh Hammerthrows.

She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The Pulley of Clubs. She is a former member of The Armor of Notches. She is the former militia commander of Bodythief the Void-Wraith. She arrived at Usânstâkud Nazushmestthos on the 20th of Hematite in the year 267.

She is one hundred thirty years old, born on the 1st of Granite in the year 140.

She is average in size. She has an angular chin. Her hair is clean-shaven. Her somewhat narrow raw umber eyes are sunken. Her slightly flattened ears are tall. Her skin is brown. Her upper body bears a massive jagged scar. Her right lower arm bears the marks of old wounds, including a massive jagged scar. Her left foot bears a massive straight scar.

She is quite durable and slow to tire.

'Peregarrette' itebatul likes pitchblende, silver, brown zircon, giant mink tooth, pig tail fiber fabric, cabochons, spears, scepters and giraffes for their long necks. When possible, she prefers to consume giant kestrel and fisher berry wine. She absolutely detests mosquitos.

She has a meager kinesthetic sense and very little patience.

She rarely feels discouraged. She is very active. She loves a good thrill. She isn't given to flights of fancy. She lacks confidence. She needs alcohol to get through the working day. She is a hardened individual.

The Kills of 'Peregarrette' itebatul

One Notable Kill

'Wlerin' Ochrevrain the dwarf, d. 267

One Hundred Fifty-Three Other Kills

Legendary Miner and Grower

Spoiler: Vendix (click to show/hide)

'Vendix' Lalrigôth, "'Vendix' Southcrafts", Stoner

'Vendix' Lalrigôth has been ecstatic lately. He has been satisfied at work lately. He slept in a very good bedroom recently. He ate a legendary meal lately. He dined in a legendary dining room recently. He was caught in the rain recently.

He is married to Astesh Tomespears.

He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Cudgel of Masters. He is a former member of The Helm of Eagles. He arrived at Usânstâkud Nazushmestthos on the 26th of Granite in the year 270.

He is one hundred thirty-three years old, born on the 1st of Granite in the year 137.

He is average in size. His raw umber eyes are sunken. His sideburns are clean-shaven. His very long moustache is arranged in double braids. His very long beard is arranged in double braids. His hair is clean-shaven. His somewhat broad ears are extremely tall. His nose is slightly upturned. His left eyelid is gone. His skin is brown.

He is indefatigable.

'Vendix' Lalrigôth likes rutile, pig iron, bloodstone, palm wood, rope reed fiber fabric, the color pale taupe, rings and cave fish men for their beauty. When possible, he prefers to consume steelhead trout, swamp whiskey and fisher berry seeds. He absolutely detests toads.

He has a great memory, a good feel for social relationships, good creativity and a feel for music, but he has a poor kinesthetic sense.

He is slow to anger. He never feels tempted to overindulge in anything. He enjoys the company of others. He is immodest. He strives for excellence. He talks to himself whenever he gets bored. He needs alcohol to get through the working day. He does not mind being outdoors, at least for a time.

A short, sturdy creature fond of drink and industry.

Spoiler: Thorkild (click to show/hide)

'Thorkild Járnôx' Oslannesir, "'Thorkild Járnôx' Woundshowered", Carpenter

'Thorkild Járnôx' Oslannesir has been happy lately. He ate a pretty decent meal lately. He admired a fine Bed lately. He slept in a good bedroom recently. He dined in a legendary dining room recently. He has been haunted by the dead lately. He gave somebody water lately. He was disgusted by a miasma lately. He has been satisfied at work lately. He was comforted by a pet lately.

He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Avalanche of Faces. He arrived at Usânstâkud Nazushmestthos on the 11th of Slate in the year 268.

He is seventy-seven years old, born on the 1st of Granite in the year 193.

He is average in size. His somewhat narrow raw umber eyes are sunken. His very short sideburns are neatly combed. His long moustache is arranged in double braids. His very long beard is arranged in double braids. His hair is clean-shaven. His nose is upturned. His ears are slightly flattened. His skin is brown. His upper body bears a very short straight scar.

He is almost never sick, very agile and tough.

'Thorkild Járnôx' Oslannesir likes marble, fine pewter, demantoid, war hammers, figurines and cats for their aloofness. When possible, he prefers to consume plump helmets and Longland beer. He absolutely detests jumping spiders.

He has a meager kinesthetic sense and very bad analotical abilities.

He often feels discouraged. He is often cheerful. He is open-minded to new ideas. He is put off by authority and tradition. He is trusting. He finds rules confining. He strives for excellence. He bites his nails when he's nervous. He needs alcohol to get through the working day. He does not

Legendary Carpenter

Spoiler: Raptor (click to show/hide)

'Raptor' Nimaknonom, "'Raptor' Quillpaper", Sniper

'Raptor' Nimaknonom has been happy lately. She dined in a legendary dining room recently. She slept in a good bedroom recently. She has complained of thirst lately. She has been tired lately. She has been satisfied at work lately. She was disgusted by a miasma lately. She was caught in the rain recently.

She is married to 'Karen' Abbeylord and has one child: Atir Helmplank.

She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The Avalanche of Faces. She is a former member of The Page of Flame. She is an enemy of The Midnight of Standards. She arrived at Usânstâkud Nazushmestthos on the 19th of Sandstone in the year 268.

She is one hundred twenty-seven years old, born on the 1st of Granite in the year 143.

She is incredibly muscular. Her raw umber eyes are slightly sunken. Her hair is clean-shaven. Her broad ears are extremely tall. Her skin is brown. Her right foot bears the marks of old wounds, including a massive jagged scar.

She is mighty, almost never sick and tough.

'Raptor' Nimaknonom likes granite, bronze, turquoise, giant magpie leather, mussel shell, the color heliotrope, stars, traction benches, crutches and donkeys for their stubbornness. When possible, she prefers to consume clownfish, sheep cheese and sewer brew. She absolutely detests snails.

She has a great feel for social relationships, an amazing memory, a good kinesthetic sense, willpower and the ability to focus.

She has a calm demeanor. She doesn't often experience strong cravings or urges. She can handle stress. She enjoys the company of others. She is not a risk-taker. She has a good awareness of her own emotions. She is open-minded to new ideas. She is put off by authority and tradition. She is not easily moved to pity. She is organized. She needs alcohol to get through the working day.

The Kills of 'Raptor' Nimaknonom

Three Kills

Two giant ravens <ð> in Murdermachines the Blood-Citadel
One giant grasshopper <þ> in Murdermachines the Blood-Citadel

Legendary Archer and Marksdwarf, Professional Hammerdwarf. Also legendary Crutch-walker with crutch

Spoiler: Aoshi (click to show/hide)

'Aoshi' Lakishònul, "'Aoshi' Backmirrors", Rocker

'Aoshi' Lakishònul has been happy lately. She ate a legendary meal lately. She dined in a legendary dining room recently. She has complained of thirst lately. She has been tired lately. She has complained of hunger lately. She has been satisfied at work lately. She was caught in the rain recently.

She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The Armor of Matches. She arrived at Usânstâkud Nazushmestthos on the 26th of Granite in the year 270.

She is ninety-nine years old, born on the 1st of Granite in the year 171.

She is weak and skinny. Her slightly rounded raw umber eyes are slightly sunken. Her nose is broad. Her hair is clean-shaven. Her somewhat broad flattened ears are extremely tall. Her skin is brown. Her eyes have slightly thin irises.

She is quick to heal, but she is susceptible to disease and weak.

'Aoshi' Lakishònul likes dolomite, billon, lapis lazuli, crystal glass, crossbows, scepters, water buffalos for their water wallowing and bronze colossuses for their height. When possible, she prefers to consume dwarven cheese, whip wine, llama's milk and dwarven sugar. She absolutely detests lizards.

She has great intuition, a lot of willpower, a good kinesthetic sense and good creativity, but she has a questionable spatial sense, an iffy memory and a lack of understanding of social relationships.

She rarely feels discouraged. She is somewhat reserved. She tends to avoid crowds. She is relaxed. She is not a risk-taker. She appreciates art and natural beauty. She dislikes intellectual discussions. She finds helping others rewarding. She finds rules confining. She needs alcohol to get through the working day.

Great Woodcutter

Spoiler: Tryrar (click to show/hide)

'Tryrar' Uzolnog, "'Tryrar' Oiledfeet", Stoneworker

'Tryrar' Uzolnog has been ecstatic lately. He admired a completely sublime Bridge lately. He ate a legendary meal lately. He dined in a legendary dining room recently. He slept in a very good bedroom recently. He has been satisfied at work lately. He admired a fine tastefully arranged Statue lately. He has been haunted by the dead lately. He was caught in the rain recently. He admired own fine Bed lately.

He is a dubious worshipper of Tun and an ardent worshipper of Id.

He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He arrived at Usânstâkud Mazushmestthos on the 1st of Granite in the year 267.

He is fifty-eight years old, born on the 12th of Hematite in the year 212.

He is average in size. His raw umber eyes are slightly sunken. He has a recessed chin. His long sideburns are neatly combed. His medium-length moustache is arranged in double braids. His very long beard is braided. His hair is clean-shaven. His nose is broad. His skin is brown. His right upper leg bears a short straight scar.

He is almost never sick.

'Tryrar' Uzolnog likes chromite, pig iron, honey yellow beryl, black-cap wood, giant ibex hoof, the color violet, coffins, earrings, catapult parts, alpacas for their wool and adders for their warning hisses. When possible, he prefers to consume aardvark, brown bullhead, sunshine and dwarven sugar. He absolutely detests large roaches.

He has a great kinesthetic sense, good intuition and a way with words, but he has meager creativity and poor analytical abilities.

He is somewhat reserved. He enjoys the company of others. He is very active. He is not a risk-taker. He loves new and fresh ideas. He is candid and sincere in dealings with others. He finds helping others rewarding. He is confident. He is organized. He needs alcohol to get through the working day. He likes working outdoors and grumbles only mildly at inclement weather.

Spoiler: Josh (click to show/hide)

'Josh the Hawk' Asdûgid, "'Josh the Hawk' Drumrock", Historian

'Josh the Hawk' Asdûgid has been happy lately. She slept in a great bedroom recently. She dined in a legendary dining room recently. She has been haunted by the dead lately. She was caught in the rain recently. She has been satisfied at work lately.

She is married to Uzol Shovecloisters.

She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The Bridge of Squeezing. She arrived at Usânstâkud Nazushmestthos on the 11th of Slate in the year 268.

She is one hundred thirty-seven years old, born on the 1st of Granite in the year 133.

She is skinny. Her thin-irised raw umber eyes are sunken. Her very long hair is arranged in double braids. She has a deeply recessed square chin. Her nose is broad. Her eyebrows are slightly low. Her ears are somewhat narrow. Her head is somewhat short. Her hair is gray mixed with white. Her skin is brown. Her upper body bears a very short straight scar. Her left upper arm bears a straight scar. Her right upper leg bears a short straight scar.

She is quick to heal, but she is flimsy and quite clumsy.

'Josh the Hawk' Asdûgid likes slade, brass, red tourmaline, white-spotted puffer tooth, the color cream, helms, bracelets and platypuses for their venomous spurs. When possible, she prefers to consume ant and bumblebee mead. She absolutely detests toads.

She has a meager kinesthetic sense, little natural inclination toward music and poor spatial senses.

She can handle stress. She is somewhat reserved. She is candid and sincere in dealings with others. She is very disorganized. She needs alcohol to get through the working day.

Legendary Engraver, Professional Intimidator, Persuader and Pacifier

Spoiler: Greg (click to show/hide)

'Greg' Rakustsokan, "'Greg' Tombphrase", Mason

'Greg' Rakustsokan has been ecstatic lately. He slept in a very good bedroom recently. He dined in a legendary dining room recently. He had a fine drink lately. He had a pretty decent drink lately. He admired a fine Door lately. He was caught in the rain recently.

He is married to 'Grombardrim' Watchedcrafted the Mountainous Speaker of Prestige. He is the son of Shem Westpainted and Sodel Helmsrings.

He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Furnace of Visionaries. He is a former member of The Bridge of Squeezing. He is a former prisoner of The Mucous Torments. He arrived at Usânstâkud Nazushmestthos on the 19th of Sandstone in the year 268.

He is sixty-eight years old, born on the 19th of Limestone in the year 202.

He has loaded a tall body with incredible muscles. His sideburns are clean-shaven. His very long moustache is arranged in double braids. His very long beard is braided. His medium-length hair is arranged in double braids. His raw umber eyes are sunken. He has a clear voice. His lips are very thin. His brown skin is wrinkled.

He is mighty.

'Greg' Rakustsokan likes chert, nickel silver, clear diamond, green glass, pig tail fiber fabric, the color brown, short swords, floodgates and cavies for their three toes. When possible, he prefers to consume dwarven rum. He absolutely detests large roaches.

He has poor empathy, poor spatial senses and a poor memory.

He is often nervous. He is comfortable in social situations. He occasionally overindulges. He prefers familiar routines. He loves to defy convention. He is slow to trust others. He doesn't like to compromise with others. He is immodest. He is very confident. He is self-disciplined. He acts impulsively. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

Spoiler: Eoganachta (click to show/hide)

'Eoganachta' Artobfikod, "'Eoganachta' Combinedglazes", Mason

'Eoganachta' Artobfikod has been ecstatic lately. She has been satisfied at work lately. She had a fine drink lately. She slept in a very good bedroom recently. She has been haunted by the dead lately. She had a pretty decent drink lately. She ate a legendary meal lately. She dined in a legendary dining room recently. She was caught in the rain recently.

She is married to 'Pitchblende' Paddledroasted and has two children: Meng Glazebowed and Reg Windrings.

She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The Helm of Eagles. She arrived at Usânstâkud Nazushmestthos on the 27th of Malachite in the year 269.

She is one hundred twenty-seven years old, born on the 1st of Granite in the year 143.

She is very fat. Her hair is dry. Her medium-length hair is braided. Her raw umber eyes are sunken. Her head is somewhat short. Her hair is gray with a touch of dark tan. Her skin is brown.

She is slow to tire, but she is very weak.

'Eoganachta' Artobfikod likes obsidian, silver, sardonyx, reindeer hoof, red-winged blackbird tooth, the color amber, water buffalos for their water wallowing and sperm whales for their teeth. When possible, she prefers to consume char, dwarven rum, dwarven sugar and rock nuts. She absolutely detests fire snakes.

She has very good creativity, a sum of patience and a good kinesthetic sense, but she has a poor ability to manage or understand social relationships, quite poor focus and little natural inclination toward music.

She occasionally overindulges. She can handle stress. She is not a risk-taker. She is very trusting. She does not go out of her way to help others. She is not easily moved to pity. She hates rules, contracts and other confining elements in her life. She needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

The Kills of 'Eoganachta' Artobfikod

One Hundred Fifty-One Kills

Five peach-faced lovebird men (♂) in The Worshipful Hill
Three great horned owl women (♀) in The Worshipful Hill

Spoiler: Mortis (click to show/hide)

Mortis' Oltartarnid, "Mortis' Gilblades", Rock-Breaker

'Mortis' Oltartarnid has been happy lately. He slept in a very good bedroom recently. He has been tired lately. He had a fine drink lately. He dined in a legendary dining room recently. He had a pretty decent drink lately. He was caught in the rain recently. He has been satisfied at work lately.

He is married to 'Maxwell Edison' Steelgorges.

He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Furnace of Visionaries. He arrived at Usânstâkud Nazushmestthos on the 27th of Malachite in the year 269.

He is one hundred fourteen years old, born on the 1st of Granite in the year 156.

He is very fat. His sideburns are clean-shaven. His very long moustache is arranged in double braids. His very long beard is neatly combed. His very long hair is arranged in double braids. His nose is upturned. He has a deeply recessed chin. His small-lobed ears are extremely tall. His raw umber eyes are slightly sunken. His ears are slightly flattened. His skin is brown.

He is very slow to tire and strong, but he is slow to heal.

'Mortis' Oltartarnid likes gabbro, brass, blue diamond, little penguin tooth, low boots and acorn flies for their deafening buzz. When possible, he prefers to consume water buffalo cheese and dwarven rum. He absolutely detests fire snakes.

He has a great sense of empathy, an iron will, a natural inclination toward language and very good creativity, but he has a shortage of patience and quite poor focus.

He rarely feels discouraged. He is assertive. He loves a good thrill. He has a fertile imagination. He doesn't like to compromise with others. He finds rules confining. He is self-disciplined. He needs alcohol to get through the working day. He does not mind being outdoors, at least for a time.

A short, sturdy creature fond of drink and industry.

Spoiler: Yuli Vlasj (click to show/hide)

'Yuli Vlasj' Tulonrifot, "'Yuli Vlasj' Roadblocks", Ranger

'Yuli Vlasj' Tulonrifot has been quite content lately. She had a wonderful drink lately. She has been haunted by the dead lately. She ate a pretty decent meal lately. She has complained of thirst lately. She has been tired lately. She has been annoyed by flies. She has been satisfied at work lately.

She is married to 'Plop' Shootlights and has one child: Ushrir Dawnedpainted.

She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The Mortified Construct. She is an enemy of The Midnight of Standards. She is an enemy of Shlimbus. She arrived at Usânstâkud Nazushmestthos on the 19th of Sandstone in the year 268.

She is one hundred fifty-four years old, born on the 1st of Granite in the year 116.

She is very skinny. Her slightly sunken raw umber eyes are narrow. She has a recessed chin. Her hair is clean-shaven. Her nose is upturned. Her brown skin is wrinkled.

She is quite quick to heal, slow to tire and agile.

'Yuli Vlasj' Tulonrifot likes slade, lay pewter, peridot, axolotl leather, nautilus shell, quivers, querns, amulets, toy hammers, cavies for their adorable call and python men for their great size. When possible, she prefers to consume giant leech, black bullhead, plump helmets, dwarven wine and dimple cup spawn. She absolutely detests moon snails.

She has a good spatial sense, good creativity, a good kinesthetic sense, good intuition and the ability to focus.

She is naturally trustful of everybody. She is candid and sincere in dealings with others. She needs alcohol to get through the working day. She does not mind being outdoors, at least for a time.

A short, sturdy creature fond of drink and industry.

The Kills of 'Yuli Vlasj' Tulonrifot

One Notable Kill

Babaplaylber the kobold, d. 269

Five Other Kills

One troll (9) in Foggymonstrous

Three giant ravens (9) in Murdermachines the Blood-Citadel

One giant lizard (0) in Murdermachines the Blood-Citadel

Spoiler: Talonis Sloth (click to show/hide)

'Talonis Sloth' Dêghesmar, "'Talonis Sloth' Evenpulley", Sloth Acolyte

'Talonis Sloth' Dêghesmar has been quite content lately. She slept in the dirt recently. She has been tired lately. She ate a truly decadent dish lately. She dined in a legendary dining room recently. She has complained of thirst lately. She has been haunted by the dead lately. She has been satisfied at work lately.

She is married to 'Terry' Breachedwound.

She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The Crystalline Board. She is a former member of The Furnace of Visionaries. She arrived at Usânstâkud Nazushmestthos on the 26th of Granite in the year 270.

She is one hundred eleven years old, born on the 1st of Granite in the year 159.

She is average in size. Her very long hair is arranged in double braids. She has a recessed square chin. Her raw umber eyes are sunken. Her somewhat short head is somewhat narrow. Her hair is gray mixed with dark tan. Her skin is brown.

She is flimsy and quite clumsy.

'Talonis Sloth' Dêghesmar likes stoneware, lay pewter, blue garnet, basking shark leather, horse hoof, rope reed fiber fabric, picks, quivers, bins, crowns, chains, pigs for their sense of smell and sloths for their slow movement. When possible, she prefers to consume elephant seal, kangaroo cheese, strawberry wine and dwarven wheat flour. She absolutely detests oysters.

She has a great musical sense, great intuition, a very good sense of the position of her own body, a way with words and a good intellect, but she has a poor ability to manage or understand social relationships and an atrocious spatial sense.

She is quick to anger. She often feels discouraged. She occasionally overindulges. She does not have a great aesthetic sensitivity. She dislikes intellectual discussions. She would never claim to be better than somebody else. She has a strong sense of duty. She is extremely cautious. She needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

The Kills of 'Talonis Sloth' Dêghesmar

Five Kills

Five goblins (6) in Foggymonstrous

No dwarves who like wolves, so I think sloths are great too. Also, you're a special one!

Spoiler: Lurker (click to show/hide)

'Lurker' ðnultalin, "'Lurker' Mirrordrum", Armorer

'Lurker' ðnultalin has been quite content lately. He dined in a legendary dining room recently. He slept in a fantastic bedroom recently. He has been tired lately. He has complained of thirst lately. He was disgusted by a miasma lately. He was caught in the rain recently. He has been haunted by the dead lately.

He is married to 'Saber' Rockcradles and has one child: Kumil Rockshowed.

He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Colorless Rack. He is a former member of The West Glaze. He arrived at Usânstâkud Nazushmestthos on the 11th of Slate in the year 268.

He is one hundred seventeen years old, born on the 1st of Granite in the year 153.

He is very skinny. His raw umber eyes are slightly sunken. He has a deeply recessed chin. His medium-length sideburns are braided. His very long moustache is arranged in double braids. His very long beard is arranged in double braids. His hair is clean-shaven. His nose is broad. His somewhat narrow ears are tall. His skin is brown. His left upper leg bears a short straight scar. His left lower leg bears a short straight scar.

He is quite quick to heal, very rarely sick and strong, but he is flimsy.

'Lurker' ðnultalin likes porcelain, nickel, tigereye, oak wood, the color dark blue, bins, blue peafowls for their enormous fan tails, leopard seals for their fierce nature and pig tails for their twisting stalks. When possible, he prefers to consume Longland beer. He absolutely detests brown recluse spiders.

He has great creativity and a good kinesthetic sense, but he has poor analytical abilities, an iffy sense for music and quite poor focus.

He is slow to anger. He is frequently depressed. He appreciates art and natural beauty. He is guarded in relationships with others. He is not affected by the suffering of others. He is organized. He has a sense of duty. He mutters under his breath when he's nervous. He needs alcohol to get through the working day.

Spoiler: Tomio (click to show/hide)

'Tomio' Gêrighomrek, "'Tomio' Bankwhipped", Armorer

'Tomio' Gêrighomrek has been happy lately. He slept in a very good bedroom recently. He dined in a legendary dining room recently. He had a fine drink lately. He has been haunted by the dead lately. He was irritated by the sun lately. He has complained of thirst lately. He admired a fine Door lately. He admired a splendid tastefully arranged Statue lately. He has been satisfied at work lately.

He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Pulley of Clubs. He arrived at Usânstâkud Nazushmestthos on the 2nd of Galena in the year 268.

He is one hundred twenty-seven years old, born on the 1st of Granite in the year 143.

He is tall and very skinny. His short sideburns are neatly combed. His very long moustache is arranged in double braids. His very long beard is braided. His very long hair is neatly combed. His raw umber eyes are sunken. His brown skin is wrinkled. His head is somewhat short. His hair is gray with a touch of dark tan.

He is quite quick to heal and strong.

'Tomio' Gêrighomrek likes clauystone, copper, pink jade, green glass, giant brown recluse spider silk, tables, figurines, menacing spikes and red-winged blackbirds for their coloration. When possible, he prefers to consume lizard and fisher berry wine. He absolutely detests worms.

He has a great sense of empathy and a good feel for social relationships, but he has a questionable spatial sense, a meager kinesthetic sense, very bad analytical abilities and a really bad memory.

He has a calm demeanor. He often feels discouraged. He doesn't handle stress well. He is unassertive. He loves a good thrill. He is not interested in art. He is very straightforward with others. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

Spoiler: Xaren (click to show/hide)

'Karen' Kuletilul, "'Karen' Abbeylord", Runesmith

'Karen' Kuletilul has been happy lately. He dined in a legendary dining room recently. He had a fine drink lately. He slept in a good bedroom recently. He has been tired lately. He has complained of thirst lately. He has been haunted by the dead lately. He ate a truly decadent dish lately. He received water recently. He had a pretty decent drink lately. He was disgusted by a miasma lately. He was caught in the rain recently. He is married to 'Raptor' Quillpaper and has one child: Atir Helmplank. He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Page of Flame. He arrived at Usânstâkud Nazushmestthos on the 19th of Sandstone in the year 268. He is one hundred twenty-two years old, born on the 1st of Granite in the year 148. He is weak. His very long sideburns are neatly combed. His long moustache is arranged in double braids. His very long beard is neatly combed. His hair is clean-shaven. He has a deeply recessed chin. His thin-irised raw umber eyes are sunken. His ears are slightly flattened. His skin is brown. He is very weak. 'Karen' Kuletilul likes orpiment, adamantine, claro opal, wren bone, pig tail fiber fabric, gloves, amulets, jugs and foxes for their cunning. When possible, he prefers to consume giant pond turtle, sun berries, dwarven rum and whip vine flour. He absolutely detests mussels. He has a questionable spatial sense and poor focus. He is comfortable in social situations. He can handle stress. He tends to avoid crowds. He has a good awareness of his own emotions. He is open-minded to new ideas. He is candid and sincere in dealings with others. He is incredibly confident. He has a sense of duty. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

| The Kills of 'Karen' Kuletilul |
|---|
| Ninety-Four Kills |
| Ninety-four goblins (8) in Foggymonstrous |
| |

Spoiler: VoiceInTheFan (click to show/hide)

'Uoiceinthefan' Koganlegon, "'Uoiceinthefan' Boatswandered", Rescue Toast

'Uoiceinthefan' Koganlegon has been ecstatic lately. He has been haunted by the dead lately. He has been satisfied at work lately. He ate a legendary meal lately. He dined in a legendary dining room recently. He slept in a good bedroom recently. He has been tired lately. He has complained of thirst lately. He slept uneasily due to noise lately. He is the son of Asob Pleattome and Ohok Figurespots. He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Mortified Construct. He arrived at Usânstâkud Nazushmestthos on the 11th of Slate in the year 268. He is fifty-six years old, born on the 28th of Opal in the year 214. He is corpulent. His hair is wavy. His very short sideburns are neatly combed. His medium-length moustache is arranged in double braids. His medium-length beard is arranged in double braids. His very long hair is arranged in double braids. His nose is upturned. His slightly sunken raw umber eyes are wide-set. He has a broad chin. His head is extraordinarily broad. His brown skin is slightly wrinkled. His hair is dark tan. He is clumsy and slow to heal. 'Uoiceinthefan' Koganlegon likes calcite, bismuth, amethyst, giant pangolin tooth, pig tail fiber fabric and geese for their formation flying. When possible, he prefers to consume hull shark, water buffalo cheese, sewer brew, Longland flour and blade weed seeds. He absolutely detests toads. He has a great kinesthetic sense and a great musical sense, but he has had intuition. He is always tense and jittery. He has a fertile imagination. He prefers familiar routines. He is organized. He is self-disciplined. He often does the first thing that comes to mind. When he gets excited, he often tells stories without any real point. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

Spoiler: Chaosmaker (click to show/hide)

'Chaos Maker' Uzollisid, "'Chaos Maker' Oiledclashes", hammerer

'Chaos Maker' Uzollisid has been happy lately. He dined in a legendary dining room recently. He has been haunted by the dead lately. He slept in a fantastic bedroom recently. He had a pretty decent drink lately. He had a fine drink lately. He has complained of thirst lately. He was disgusted by a miasma lately. He was caught in the rain recently. He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Axe of Bends. He is the hammerer of Bodythief the Void-Wraith. He arrived at Usânstâkud Nazushmestthos on the 23rd of Sandstone in the year 269. He is eighty-two years old, born on the 1st of Granite in the year 188. He is very thin. His gold eyes are narrow. He has a prominent round chin. His long sideburns are neatly combed. His very long moustache is neatly combed. His long beard is neatly combed. His hair is clean-shaven. His eyes have large irises. His narrow nose is extremely short. His teeth are gapped. His dark peach skin is slightly wrinkled. His ears are somewhat short. He is very rarely sick. 'Chaos Maker' Uzollisid likes conglomerate, silver, red zircon, the color chestnut, backpacks, floodgates and rabbits for their ears. When possible, he prefers to consume fisher berry wine. He absolutely detests hamsters. He has a great feel for social relationships and good creativity, but he has poor analytical abilities, a questionable spatial sense, poor empathy, a meager kinesthetic sense and quite poor focus. He almost never feels discouraged. He makes friends quickly. He tends to avoid crowds. He is relaxed. He often feels filled with joy. He has a good awareness of his own emotions. He is open-minded to new ideas. He is immodest. He is organized. He will persist in the face of any difficulty until the task is complete. He stiffens up when he's surprised. He winks when he is nervous. He talks to himself when he's thinking. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

Spoiler: Baelor (click to show/hide)

'Baelor' Eraldallith, "'Baelor' Vesselriddled", Healer

'Baelor' Eraldallith has been quite content lately. She has been haunted by the dead lately. She slept without a proper room recently. She has been satisfied at work lately. She dined in a legendary dining room recently. She has been tired lately. She was disgusted by a miasma lately. She was caught in the rain recently. She admired a fine Bed lately. She is married to Rith Praisedtower and has one child: Bomrek Knifeauthored. She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The Work of Breaches. She is a former member of The Colorless Rack. She arrived at Usânstâkud Nazushmestthos on the 27th of Malachite in the year 269. She is one hundred twenty years old, born on the 1st of Granite in the year 150. She is tall and fat. She has a recessed chin. Her raw umber eyes are sunken. Her nose is upturned. Her hair is clean-shaven. Her skin is brown. She is quite durable and slow to tire, but she is susceptible to disease and weak. 'Baelor' Eraldallith likes rutile, electrum, sapphire, scepters and water buffalos for their water wallowing. When possible, she prefers to consume phantom spider, gutter cruor and quarry hush leaves. She absolutely detests large roaches. She has a great deal of patience, a natural ability with music, a way with words and a good memory, but she has a questionable spatial sense, meager creativity and quite poor focus. She is very active. She is grounded in reality. She appreciates art and natural beauty. She finds helping others rewarding. She has a sense of duty. She stammers when she's annoyed. She needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

Spoiler: Lilbear (click to show/hide)

'Lilbear' Konoslogem, "'Lilbear' Brasspaint", Bear Wrestler

'Lilbear' Konoslogem has been quite content lately. She has been tired lately. She dined in a legendary dining room recently. She has complained of thirst lately. She has been haunted by the dead lately. She slept in a good bedroom recently. She had a nice bath recently. She was disgusted by a miasma lately. She has been satisfied at work lately. She talked with a child lately. She is married to Mehzuth Gorgephrase and has one child: 'Samwise Gamgee' Hatchetworks. She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The Page of Flame. She is a former member of The Colorless Rack. She arrived at Usânstâkud Nazushmestthos on the 11th of Slate in the year 268. She is one hundred thirteen years old, born on the 1st of Granite in the year 157. She is muscular. She has an angular chin. Her hair is clean-shaven. Her thin-irised raw umber eyes are sunken. Her skin is brown. Her upper body bears a massive straight scar. Her left lower leg bears a short straight scar. She is strong, but she is very quick to tire. 'Lilbear' Konoslogem likes tin glaze, silver, clear zircon, fungiwood wood, vessel bone, the color lime, leggings and fisher berries for their round shape. When possible, she prefers to consume giant swan, hagfish and sunshine. She absolutely detests toads. She has a great affinity for language, a good spatial sense and a sum of patience, but she has poor focus, poor analytical abilities, a large deficit of willpower and poor creativity. She is comfortable in social situations. She is interested only in facts and the real world. She is put off by authority and tradition. She is slow to trust others. She has a strong sense of duty. Her hands move frantically when she's trying to remember something. She needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

Spoiler: Saint (click to show/hide)

Saint' âtastuzol, "Saint' Bravedoiled", Templar

'Saint' âtastuzol has been happy lately. He slept in a very good bedroom recently. He has been haunted by the dead lately. He dined in a legendary dining room recently. He was pleased to have been able to give somebody water lately. He was caught in the rain recently. He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Colorless Rack. He arrived at Usânstâkud Mazushmestthos on the 2nd of Galena in the year 268. He is one hundred thirty-two years old, born on the 1st of Granite in the year 138. He is incredibly skinny. His raw umber eyes are sunken. His hair is dry. His medium-length sideburns are braided. His very long moustache is arranged in double braids. His very long beard is neatly combed. His very short hair is neatly combed. He has a deeply recessed chin. His ears are extremely tall. His somewhat short head is somewhat narrow. His brown skin is wrinkled. His upper body bears a very short straight scar. His right upper leg bears a short straight scar. His hair is gray with flecks of white. He is incredibly quick to heal. 'Saint' âtastuzol likes kaolinite, platinum, lavender jade, bolts, buckets, llamas for their jutting teeth and mango trees for their sweet-smelling flowers. When possible, he prefers to consume strawberry wine. He absolutely detests cave spiders. He has a very good feel for social relationships, a natural inclination toward language, willpower and an ability to read emotions fairly well, but he has very bad intuition and a poor kinesthetic sense. He is often nervous. He often feels discouraged. He feels strong urges and seeks short-term rewards. He lives life at a leisurely pace. He is not a risk-taker. He finds helping others rewarding. He is willing to compromise with others. He is organized. He finds rules confining. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

The Kills of 'Saint' âtastuzol

Five Kills

Five goblins (♀) in Foggymonstrous

Spoiler: Koter (click to show/hide)

'Koter' Avuztathur, "'Koter' Minescribes", Leatherworker

'Koter' Avuztathur has been happy lately. She has complained of the crowded tables lately. She dined in a legendary dining room recently. She slept in a very good bedroom recently. She was caught in the rain recently. She is the daughter of Goden Coalcatches and Mosus Lenssearch. She is a faithful worshipper of Id. She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The Axe of Bends. She is a former member of The Cult of Brightness. She arrived at Usânstâkud Mazushmestthos on the 23rd of Sandstone in the year 269. She is sixty-eight years old, born on the 25th of Malachite in the year 202. She is very muscular. Her very long hair is braided. Her teeth are widely-spaced. She has very high cheekbones. Her head is somewhat narrow. Her hair is dark tan. Her skin is brown. Her eyes are brass. Her eyebrows are slightly low. She is very strong and tough, but she is quite clumsy. 'Koter' Avuztathur likes bituminous coal, fine pewter, sard, llama wool, the color moss green, leggings, coffins, figurines and lions for their roars. When possible, she prefers to consume seahorse and strawberry wine. She absolutely detests lizards. She has great intuition and a good spatial sense, but she has a little difficulty with words and poor creativity. She is quick to anger. She cracks easily under pressure. She prefers to be alone. She admires tradition. She is slow to trust others. She is disorganized. She is occasionally given to procrastination. She idly chews her lips when she's bored. When greeting others, she always smiles nervously. She needs alcohol to get through the working day. She does not mind being outdoors, at least for a time.

A short, sturdy creature fond of drink and industry.

Spoiler: BarthanGraves (click to show/hide)

'BarthanGraves' Sanusadil, "'BarthanGraves' Auburnwall", Stonecrafter

'BarthanGraves' Sanusadil has been quite content lately. She dined in a legendary dining room recently. She has complained of hunger lately. She has complained of thirst lately. She has been haunted by the dead lately. She has been satisfied at work lately. She slept without a proper room recently. She had a fine drink lately. She was caught in the rain recently. She is married to 'Scribbles' Blockaderumor. She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The Avalanche of Faces. She arrived at Usânstâkud Mazushmestthos on the 23rd of Sandstone in the year 269. She is one hundred thirty-eight years old, born on the 1st of Granite in the year 132. She is tall and belarded by great hanging sacks of fat. She has a deeply recessed chin. Her hair is dry. Her very long hair is bwaided. Her raw umber eyes are sunken. Her ears are slightly flattened. Her head is somewhat short. Her hair is gray mixed with white. Her skin is brown. She is quite susceptible to disease, very slow to heal and quite clumsy. 'BarthanGraves' Sanusadil likes gabbro, pig iron, red grossular, oak wood, amber, gauntlets, tables, large gems, toy axes and dogs for their loyalty. When possible, she prefers to consume giant mongoose, lungfish and fisher berry wine. She absolutely detests fire snakes. She has great creativity, but she has poor analytical abilities and poor spatial senses. She is often nervous. She is often sad and dejected. She is self-conscious. She only rarely feels strong cravings or urges. She is very active. She is rarely happy or enthusiastic. She likes to try new things. She is slow to trust others. She is modest. She is disorganized. She is self-disciplined. She acts impulsively. She needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

Who's that guy?!

Spoiler: Traveller (click to show/hide)

'Traveller' Agûshrîr, "'Traveller' Daubquake", King Of Ghosts

'Traveller' Agûshrîr has been quite content lately. He has complained of thirst lately. He has been tired lately. He dined in a legendary dining room recently. He was caught in the rain recently. He is married to Goden Boattattoo. He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Crystalline Board. He arrived at Usânstâkud Mazushmestthos on the 26th of Granite in the year 270. He is one hundred eighteen years old, born on the 1st of Granite in the year 152. He is weak. His raw umber eyes are sunken. His very long sideburns are neatly combed. His very long moustache is arranged in double braids. His very long beard is braided. His hair is clean-shaven. His nose is upturned. His skin is brown. He is agile, quick to heal and tough, but he is susceptible to disease, quick to tire and very weak. 'Traveller' Agûshrîr likes kaolinite, zinc, cat's eye, green glass, crutches and reindeer for their large herds. When possible, he prefers to consume white-spotted puffer and Longland beer. He absolutely detests fire snakes. He has a deep well of patience, a natural inclination toward language and a great memory, but he has very bad analytical abilities and a very bad sense of empathy. He is often nervous. He occasionally overindulges. He tends to avoid crowds. He often feels filled with joy. He has a good awareness of his own emotions. He doesn't go out of his way to do more work than necessary. He is occasionally given to procrastination. He often does the first thing that comes to mind. He begins to talk in a hushed whisper when he is angry. He chews his lips intently when he's thinking. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

Spoiler: Flame (click to show/hide)

'Flame' ômdakost, "'Flame' Crushedfloors", Chaosbane

'Flame' ômdakost has been ecstatic lately. She has complained of thirst lately. She slept in a very good bedroom recently. She ate a legendary meal lately. She dined in a legendary dining room recently. She admired a fine Door lately. She has complained of the crowded tables lately. She has been satisfied at work lately. She has been haunted by the dead lately. She gave birth to a boy recently. She was disgusted by a miasma lately. She admired a fine tastefully arranged Statue lately. She is married to 'Oryx' Granitelock the Scaly Sea of Amazements and has one child: Asmel Minephrase. She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The Work of Breaches. She arrived at Usânstâkud Mazushmestthos on the 2nd of Galena in the year 268. She is one hundred twenty-five years old, born on the 1st of Granite in the year 145. She is fat. Her very long hair is arranged in double braids. Her raw umber eyes are slightly sunken. Her ears have small lobes. Her eyebrows are slightly low. Her head is somewhat short. Her hair is gray with a touch of dark tan. Her skin is brown. Her upper body bears a very short curving scar. Her left upper leg bears a short straight scar. Her lower lip bears a massive curving scar. She is very agile and tough, but she is susceptible to disease. 'Flame' ômdakost likes microcline, iron, amethyst, snowy owl leather, ibex horn, gray squirrel bone, alpacas for their jutting teeth and grackles for their raucous calls. When possible, she prefers to consume opah, spotted ratfish, bumblebee mead, dwarven syrup and dwarven sugar. She absolutely detests cave spiders. She has a great feel for the surrounding space and a good kinesthetic sense, but she has little willpower and little patience. She is very quick to anger. She is confident under pressure. She prefers familiar routines. She does not go out of her way to help others. She is willing to compromise with others. She needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

Spoiler: Derm (click to show/hide)

Derm' Rigòthotsus, "Derm' Craftsankle", Fearbringer

'Derm' Rigòthotsus has been quite content lately. He dined in a legendary dining room recently. He has been satisfied at work lately. He was caught in the rain recently. He has been haunted by the dead lately. He is married to 'Urist Mc Loving' Bridgemountain. He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Cudgel of Masters. He arrived at Usânstâkud Nazushmestthos on the 26th of Granite in the year 270. He is one hundred eleven years old, born on the 1st of Granite in the year 159. He is average in size. His long sideburns are braided. His very long moustache is arranged in double braids. His very long beard is braided. His very long hair is neatly combed. His slightly upturned nose is extraordinarily broad. He has a deeply recessed chin. His slightly thin-irised raw umber eyes are sunken. His eyebrows are slightly low. His ears are somewhat narrow. His hair is gray mixed with dark tan. His skin is brown. 'Derm' Rigòthotsus likes microcline, platinum, white jade, pine wood, giant masked lovebird leather, cows for their haunting moos and sloth men for their slow movement. When possible, he prefers to consume elephant, sole and river spirits. He absolutely detests flies. He has great analytical abilities and a good kinesthetic sense, but he has an iffy memory and an iffy sense for music. He tends not to openly express emotions. He regards intellectual exercises as a waste of energy. He is put off by authority and tradition. He is candid and sincere in dealings with others. He does not go out of his way to help others. He needs alcohol to get through the working day. A short, sturdy creature fond of drink and industry.

Holy shit, that's a headache to post everyone. Will do the rest next time. Oh, and also....

Spoiler: Don't even look here (click to show/hide)

'Terry' âstoslan, "Terry' Bræcheduquâd", FoistedBarkness

'Terry' âstoslan has been happy lately. He slept in a very good bedroom recently. He ate a truly decadent dish lately. He dined in a legendary dining room recently. He was caught in the rain recently. He is married to 'Telonis Sloth' Bosphmiley. He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Furnace of Visionaries. He arrived at Usânstâkud Nazushmestthos on the 26th of Granite in the year 270. He is one hundred eleven years old, born on the 1st of Granite in the year 159. He is weak. His very long sideburns are neatly combed. His very long moustache is neatly combed. His very long beard is neatly combed. His hair is clean-shaven. His thin-irised raw umber eyes are sunken. He has a deeply recessed chin. His ears are tall. His skin is brown. He is slow to heal, very flimsy and very weak. 'Terry' âstoslan likes gypsum, nickel silver, tanzanite, giant penguin leather, oyster shell, mountains, scepters and cats for their aloofness. When possible, he prefers to consume giant hamster, tuber beer and whip vine flour. He absolutely detests cave spiders. He has an amazing spatial sense, a great ability to focus and a great deal of patience, but he has bad intuition, a little difficulty with words, a meager kinesthetic sense, poor creativity and a very bad sense of empathy. He rarely feels discouraged. He genuinely likes others and openly expresses positive feelings toward them. He is relaxed. He loves a good thrill. He views helping others as an imposition on his time. He doesn't like to compromise with others. He very rarely does more work than necessary. He is extremely cautious. He needs alcohol to get through the working day. A short, sturdy creature fond of drink and industry.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**

Post by: **TheFlame52** on **April 04, 2014, 04:20:54 pm**

DEAR GOD TALONIS IS MARRIED TO TERRY. GOOD LUCK WITH THAT MAN, YOU'RE ON YOUR OWN.

Also, I apparently am a fat married woman with a son. Eh, I've been worse.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**

Post by: **CaptainMcClellan** on **April 04, 2014, 05:27:56 pm**

Wait a minute. What about me?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**

Post by: **TheSaberTooth** on **April 04, 2014, 08:01:49 pm**

Checked the Dorfin'g list and, peregarrett, You were BUSY. _..

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**

Post by: **kefkakrazy** on **April 04, 2014, 10:22:36 pm**

did you dorf a Krosan? He shows as Alive on the dorfinator, at any rate.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**

Post by: **peregarrett** on **April 05, 2014, 01:52:46 am**

Quote from: CaptainMcClellan on April 04, 2014, 05:27:56 pm

Wait a minute. What about me?

Where's your entry at Dorfinator? Don't see any, But I thought you dorfed yourself on your turn. Go add your request then!

Going on with personal screns:

Spoiler: Shaggard (click to show/hide)

'Shaggard' Dègreg, "'Shaggard' Evenedgloves", Good Chef

'Shaggard' Dègreg has been happy lately. He dined in a legendary dining room recently. He slept in a very good bedroom recently. He had a fine drink lately. He was disgusted by a miasma lately. He was caught in the rain recently. He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Cudgel of Masters. He arrived at Usânstâkud Nazushmestthos on the 19th of Sandstone in the year 268. He is one hundred thirty-one years old, born on the 1st of Granite in the year 139. He has loaded a tall body with incredible muscles. His sideburns are clean-shaven. His very long moustache is neatly combed. His medium-length beard is arranged in double braids. His short hair is neatly combed. His thin-irised raw umber eyes are sunken. He has a deeply recessed chin. His ears are slightly flattened. His skin is brown. He is mighty, very slow to tire and quick to heal. 'Shaggard' Dègreg likes microcline, rose gold, aventurine and millstones. When possible, he prefers to consume fisher berry wine and mog juice. He absolutely detests bark scorpions. He has an amazing spatial sense, a lot of willpower and a good feel for social relationships, but he has poor focus. He is often nervous. He often feels discouraged. He prefers familiar routines. He is naturally trustful of everybody. He dislikes helping others. He is willing to compromise with others. He is not easily moved to pity. He needs alcohol to get through the working day. A short, sturdy creature fond of drink and industry.

Spoiler: Kyh (click to show/hide)

'Kyh' Ôssekuzol, "'Kyh' Counciloils", Fish Dissector

'Kyh' Ôssekuzol has been happy lately. She dined in a legendary dining room recently. She slept in a good bedroom recently. She has been haunted by the dead lately. She was caught in the rain recently. She has been satisfied at work lately. She is married to Sazir Clinchedcobalt and has one child: Logen Granitesmith. She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The Helm of Eagles. She arrived at Usânstâkud Nazushmestthos on the 19th of Sandstone in the year 268. She is one hundred eleven years old, born on the 1st of Granite in the year 159. She is very muscular. She has a deeply recessed chin. Her raw umber eyes are sunken. Her ears are extremely tall. Her hair is straight. Her very long hair is neatly combed. Her head is somewhat short. Her hair is gray mixed with dark tan. Her skin is brown. She is incredibly quick to heal and very strong. 'Kyh' Ôssekuzol likes earthenware, fine pewter, prase opal, black-cap wood, the color carmine, war hammers, breastplates, grates, rings, cats for their aloofness and elephant seals for their large floppy noses. When possible, she prefers to consume creepy crawler and river spirits. She absolutely detests leeches. She has a deep well of patience and very good intuition, but she has poor empathy, a little difficulty with words, meager creativity and a poor kinesthetic sense. She rarely feels discouraged. She has a fertile imagination. She likes to try new things. She is modest. She is disorganized. She tenses up when she's nervous. She cracks her knuckles when she's bored. She needs alcohol to get through the working day. The Kills of 'Kyh' Ôssekuzol

Thirty-Seven Kills

Two giant lice (♂) in The Worshipful Hill
One giant crab (♀) in The Worshipful Hill

Spoiler: Kazim (click to show/hide)

Kazim' Tulonshorast, "'Kazim' Roadwire", Beesmith

'Kazim' Tulonshorast has been ecstatic lately. She had a fine drink lately. She ate a legendary meal lately. She dined in a legendary dining room recently. She had a wonderful drink lately. She has complained of thirst lately. She has been haunted by the dead lately. She slept on a rough cave floor recently. She ate a truly decadent dish lately. She was caught in the rain recently. She is married to Reg Gravelstasis. She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The Bridge of Squeezing. She is an enemy of The Midnight of Standards. She arrived at Usānstākud Nazushmestthos on the 24th of Granite in the year 269. She is one hundred nine years old, born on the 1st of Granite in the year 161. She is muscular and fat. Her hair is dry. Her very long hair is tied in a pony tail. Her broad small-lobed ears are tall. Her somewhat narrow raw umber eyes are slightly sunken. Her somewhat short head is somewhat narrow. Her hair is gray mixed with dark tan. Her skin is brown. She is strong, but she is flimsy and very quick to tire. 'Kazim' Tulonshorast likes ilmenite, zinc, clear garnet, spore tree wood, stingray tooth, waves, crossbows, millstones and chickens for their scratching. When possible, she prefers to consume gazelle, char, prickly berries, dwarven beer and Longland flour. She absolutely detests cave spiders. She has a natural inclination toward language, good creativity and good intuition, but she has an iffy sense for music and a poor kinesthetic sense. She is often nervous. She occasionally overindulges. She tends to avoid crowds. She is modest. She is confident. She is organized. She needs alcohol to get through the working day. She does not mind being outdoors, at least for a time.

A short, sturdy creature fond of drink and industry.

Spoiler: Dravek (click to show/hide)

'Dravek' Zasiton, "'Dravek' Crystalhall", Brewer

'Dravek' Zasiton has been happy lately. He slept in a very good bedroom recently. He dined in a legendary dining room recently. He has been tired lately. He has complained of thirst lately. He has been haunted by the dead lately. He has been satisfied at work lately. He has complained of hunger lately. He was caught in the rain recently. He admired a fine Table lately. He is married to Sakzul Rosystaff. He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Avalanche of Faces. He arrived at Usānstākud Nazushmestthos on the 23rd of Sandstone in the year 269. He is one hundred five years old, born on the 1st of Granite in the year 165. He is very muscular. His somewhat narrow raw umber eyes are sunken. His medium-length sideburns are neatly combed. His very long moustache is arranged in double braids. His very long beard is arranged in double braids. His short hair is neatly combed. He has a deeply recessed square chin. His broad nose is upturned. His slightly flattened ears are extremely tall. His head is somewhat short. His brown skin is slightly wrinkled. His hair is dark tan mixed with gray. He is very strong and agile, but he is slow to heal. 'Dravek' Zasiton likes rutile, trifle pewter, blue jade, ash wood, osprey tooth, the color light blue, quivers, boxes and bags, rings, snails for their shells and silver barbs for their wicked thorns. When possible, he prefers to consume kea, herring, horse cheese, wild strawberries and swamp whiskey. He absolutely detests leeches. He has a deep well of patience, a natural ability with music and an ability to read emotions fairly well, but he has bad intuition and a really bad memory. He is often nervous. He doesn't often experience strong cravings or urges. He can handle stress. He is unassertive. He is not a risk-taker. He is very disorganized. He finds rules confining. He doesn't go out of his way to do more work than necessary. He needs alcohol to get through the working day. He likes working outdoors and grumbles only mildly at inclement weather.

Spoiler: Plop (click to show/hide)

'Plop' Keskalistan, "'Plop' Shootlights", Doctor

'Plop' Keskalistan has been happy lately. He dined in a legendary dining room recently. He slept in a very good bedroom recently. He has been satisfied at work lately. He has complained of the crowded tables lately. He has been haunted by the dead lately. He was caught in the rain recently. He is married to 'Yuli Ulasi' Roadblocks and has one child: Ushrir Dawnedpainted. He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Helm of Eagles. He is a former member of The Mortified Construct. He arrived at Usānstākud Nazushmestthos on the 19th of Sandstone in the year 268. He is one hundred forty-eight years old, born on the 1st of Granite in the year 122. He is weak. His medium-length sideburns are braided. His very long moustache is arranged in double braids. His long beard is arranged in double braids. His hair is clean-shaven. His slightly flattened ears are extremely narrow. His raw umber eyes are slightly sunken. His skin is brown. He is slow to tire, but he is clumsy, susceptible to disease and very weak. 'Plop' Keskalistan likes graphite, electrum, indigo tourmaline, oak wood, giant loon leather, weasel bone, tunics, sheep for their tendency to flock and yetis for their white fur. When possible, he prefers to consume giant chinchilla, swamp whiskey and alpaca's milk. He absolutely detests slugs. He has a great affinity for language, a feel for music and willpower, but he has bad intuition, poor empathy, a questionable spatial sense and a shortage of patience. He can handle stress. He is very friendly. He is assertive. He lives life at a leisurely pace. He is a risk-taker and a thrill-seeker. He is rarely happy or enthusiastic. He has a fertile imagination. He prefers stability and security to ambiguity and disorder. He is compassionate. He lacks confidence. When he's thinking hard, he has a habit of licking his lips. He scratches his ear when he's thinking. He needs alcohol to get through the working day. He likes working outdoors and grumbles only mildly at inclement weather.

A short, sturdy creature fond of drink and industry.

Spoiler: Mas (click to show/hide)

'Mas' Ralmatul, "'Mas' Silverdance", Grand Butcher

'Mas' Ralmatul has been ecstatic lately. She has complained of thirst lately. She slept in a bedroom like a personal palace recently. She has complained of the crowded tables lately. She dined in a legendary dining room recently. She had a fine drink lately. She admired a fine Bed lately. She admired own fine Bed lately. She has been satisfied at work lately. She is married to 'Thorgrim' Craftedtones. She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The Work of Breaches. She arrived at Usānstākud Nazushmestthos on the 24th of Granite in the year 269. She is one hundred thirty years old, born on the 1st of Granite in the year 140. She is average in size. Her very long hair is arranged in double braids. She has a recessed chin. Her nose is broad. Her raw umber eyes are sunken. Her ears are tall. Her brown skin is wrinkled. Her raw upper body bears a massive straight scar. Her head is somewhat short. Her hair is gray with a touch of white. She is flimsy and totally clumsy. 'Mas' Ralmatul likes pyrolusite, brass, heliodor, giant wren leather, giraffe horn, rope reed fiber fabric, short swords, quivers, figurines, piccolos and llamas for their long necks. When possible, she prefers to consume giant kangaroo, rainbow trout and dwarven ale. She absolutely detests large roaches. She has a great feel for social relationships and a good memory, but she has a questionable spatial sense, a large deficit of willpower and next to no empathy. She is very comfortable in social situations. She appreciates art and natural beauty. She is candid and sincere in dealings with others. She finds helping others rewarding. She is modest. She is confident. She is occasionally given to procrastination. When she's thinking, her body becomes very still. She needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

Spoiler: Tyler Durden (click to show/hide)

'Tyler Durden' itehsazir, "'Tyler Durden' Postbridges", Lye Maker

'Tyler Durden' itehsazir has been happy lately. He has been satisfied at work lately. He ate a truly decadent dish lately. He dined in a legendary dining room recently. He slept in a very good bedroom recently. He has complained of the crowded tables lately. He was disgusted by a miasma lately. He was caught in the rain recently. He has been haunted by the dead lately. He is married to Alath Strappingroofs. He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Colorless Rack. He is a former member of The Pulley of Clubs. He arrived at Usānstākud Nazushmestthos on the 2nd of Galena in the year 268. He is one hundred twenty years old, born on the 1st of Granite in the year 150. He is weak. His sideburns are clean-shaven. His very long moustache is arranged in double braids. His medium-length beard is arranged in double braids. His medium-length hair is neatly combed. He has a deeply recessed chin. His thin-irised raw umber eyes are sunken. His ears are extremely tall. His skin is brown. His upper body bears a very short straight scar. He is very slow to tire, quite quick to heal and rarely sick, but he is flimsy and very weak. 'Tyler Durden' itehsazir likes quartzite, lead, tube agate, giant jackal leather, deer hoof, the color purple taupe, splints and geese for their formation flying. When possible, he prefers to consume giant king cobra, tuber beer, llama's milk, whip vine flour and quarry bush leaves. He absolutely detests toads. He has a great ability to focus, a very good feel for social relationships and a good spatial sense, but he has little willpower. He is slow to anger. He is a pessimist. He is eager for new experiences. He doesn't like to compromise with others. He is not easily moved to pity. He is completely disorganized. He scratches his head when he's thinking. He needs alcohol to get through the working day. He does not mind being outdoors, at least for a time.

A short, sturdy creature fond of drink and industry.

Spoiler: Rmm (click to show/hide)

'Rmm' Tishislikot, "Rmm' Spiraledinked", Spearstab Dwarf

'Rmm' Tishislikot has been quite content lately. She has complained of thirst lately. She slept in a fantastic bedroom recently. She dined in a legendary dining room recently. She has been tired lately. She was caught in the rain recently. She has been haunted by the dead lately. She is married to 'McIgnobel' Paddleamused. She is a citizen of the Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The Helm of Eagles. She is a former member of The Pulley of Clubs. She arrived at Usânstâkud Nazushmestthos on the 23rd of Sandstone in the year 269. She is one hundred twenty-one years old, born on the 1st of Granite in the year 149. She is average in size. She has a recessed chin. Her hair is crinkly. Her very long hair is neatly combed. Her raw umber eyes are sunken. Her nose is upturned. Her head is somewhat short. Her brown skin is slightly wrinkled. Her hair is gray with flecks of dark tan. She is very agile, but she is very quick to tire. 'Rmm' Tishislikot likes chalk, fine pewter, crystal opal, goblin-cap wood, the color cream, war hammers, hatch covers, giant kiwis for their great size and muck roots for their twisting shape. When possible, she prefers to consume Longland beer. She absolutely detests oysters. She has a good intellect, but she has a large deficit of willpower and little linguistic ability. She often feels discouraged. She is very assertive. She is very active. She is rarely happy or enthusiastic. She likes to try new things. She admires tradition. She finds helping others rewarding. She finds rules confining. She is extremely cautious. She needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

The Kills of 'Rmm' Tishislikot

Five Kills

Five jabberers <♀> in Foggymonstrous

Spoiler: Broken (click to show/hide)

'Broken' Kilrudesmul, "Broken' Bronzefills", Miller

'Broken' Kilrudesmul has been ecstatic lately. She admired a fine tastefully arranged Statue lately. She slept in a bedroom like a personal palace recently. She dined in a legendary dining room recently. She has been satisfied at work lately. She was disgusted by a miasma lately. She was caught in the rain recently. She admired a fine Table lately. She is married to Melbil Mirrorrout. She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The Pulley of Clubs. She arrived at Usânstâkud Nazushmestthos on the 24th of Granite in the year 269. She is one hundred ten years old, born on the 1st of Granite in the year 160. She is scrawny. She has a deeply recessed chin. Her hair is clean-shaven. Her raw umber eyes are sunken. Her somewhat broad ears are tall. Her brown skin is slightly wrinkled. She is tough, but she is weak. 'Broken' Kilrudesmul likes kimberlite, billon, indigo tourmaline, giant axe blades and turkeys for their snood. When possible, she prefers to consume dragonfly and gutter cruor. She absolutely detests moon snails. She has a natural inclination toward language, a great deal of patience and a very good sense of the position of her own body, but she has poor focus and poor creativity. She doesn't handle stress well. She is very distant and reserved. She is assertive. She is slow to trust others. She is candid and sincere in dealings with others. She needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

The Kills of 'Broken' Kilrudesmul

Five Kills

Five goblins <♂> in Foggymonstrous

Quote from: kefkakrazy on April 04, 2014, 10:22:36 pm

did you dorf a Krosan? He shows as Alive on the dorfinator, at any rate.

Yes, I did. Will post him later, when I get to military dwarves.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **April 05, 2014, 01:56:44 am**

Wow, Kyh is one hell of a working mother :D

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 05, 2014, 01:58:19 am**

Quote from: peregarrett on April 05, 2014, 01:52:46 am

Quote from: CaptainMcClellan on April 04, 2014, 05:27:56 pm

Wait a minute. What about me?

Where's your entry at Dorfinator? Don't see any, But I thought you dorfed yourself on your turn. Go add your request then!

No, no. I did. I was just wondering why I didn't get a screen capture like all the other named dorfs.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **peregarrett** on **April 05, 2014, 02:09:33 am**

Quote from: CaptainMcClellan on April 05, 2014, 01:58:19 am

Quote from: peregarrett on April 05, 2014, 01:52:46 am

Quote from: CaptainMcClellan on April 04, 2014, 05:27:56 pm

Wait a minute. What about me?

Where's your entry at Dorfinator? Don't see any, But I thought you dorfed yourself on your turn. Go add your request then!

No, no. I did. I was just wondering why I didn't get a screen capture like all the other named dorfs.

That's just a roughly half of whole dorf list! Be patient.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 05, 2014, 02:16:13 am**

Quote from: peregarrett on April 05, 2014, 02:09:33 am

Quote from: CaptainMcClellan on April 05, 2014, 01:58:19 am

Quote from: peregarrett on April 05, 2014, 01:52:46 am

Quote from: CaptainMcClellan on April 04, 2014, 05:27:56 pm

Wait a minute. What about me?

Where's your entry at Dorfinator? Don't see any, But I thought you dorfed yourself on your turn. Go add your request then!

No, no. I did. I was just wondering why I didn't get a screen capture like all the other named dorfs.

That's just a roughly half of whole dorf list! Be patient.

Ah! Sorry.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Shaggard** on **April 05, 2014, 02:59:48 am**

The food forge has tanned ol' Shaggard Dégreg, and those muscles glisten like moving earth kneading mushrooms into bread.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Grombardrim** on **April 05, 2014, 05:27:46 am**

Excuse me while I activate Impatient Mode.

Where's my Dorf page!? >:(>< >:(>< >:(>< >:(

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **April 05, 2014, 10:17:30 am**

Yeah!

Oh well, might as well see if Terry starts a tantrum spiral or becomes mayor.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Grombardrim** on **April 05, 2014, 11:12:23 am**

You do, of course, realize that Terry's Dorf avatar is going to be a boring but steady pillar of our community now, right? Because Terry knows that otherwise, he would be providing us with a source of amusement not torment.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **peregarrett** on **April 05, 2014, 02:07:16 pm**

Oh, now that was quite funny, Terry, when you made my father-in-law's wifi router go mad.

Dorfing pages, part 3:
Spoiler: Mr Strange (click to show/hide)

Mr.Strange' Otsusdastot, "Mr.Strange' Ankleswords", Mr.Stab-It-All

'Mr.Strange' Otsusdastot has been ecstatic lately. He slept in a good bedroom recently. He ate a legendary meal lately. He dined in a legendary dining room recently. He has been tired lately. He was irritated by the sun lately. He has been satisfied at work lately. He is a worshipper of Tun and a casual worshipper of Ukist the Belly of Salves. He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He arrived at Usânstâkud Nazushmestthos on the 1st of Granite in the year 267. He is eighty-six years old, born on the 2nd of Galena in the year 184. He is corpulent. His very long sideburns are neatly combed. His very long moustache is arranged in double braids. His very long beard is arranged in double braids. His hair is clean-shaven. His slightly sunken raw umber eyes are narrow. His nose is upturned. He has a deeply recessed chin. His extremely tall ears are extremely narrow. His brown skin is wrinkled. He is weak, slow to heal and quite susceptible to disease. 'Mr.Strange' Otsusdastot likes dolomite, billon, clear diamond, wagon wood, the color clear and grates. When possible, he prefers to consume giant jumping spider, clown loach, Longland beer and dwarven sugar. He absolutely detests mussels. He has a deep well of patience, an amazing spatial sense, a good kinesthetic sense and a feel for music, but he has a lack of understanding of social relationships. He is quick to anger. He becomes completely helpless in stressful situations. He never speaks out or attempts to direct activities. He isn't given to flights of fancy. He is slow to trust others. He is organized. He has a sense of duty. He strives for excellence. He laughs very loudly whenever he's nervous. He idly chews his lips when he's bored. His hands begin moving when he becomes exasperated. He needs alcohol to get through the working day. He likes working outdoors and grumbles only mildly at inclement weather.

A short, sturdy creature fond of drink and industry.

Spoiler: AtomicAvocado (click to show/hide)

'AtomicAvocado' Zasitstorlut, "AtomicAvocado' Knifedimpled", manager

'AtomicAvocado' Zasitstorlut has been quite content lately. He had a fine drink lately. He slept in a great bedroom recently. He admired a fine Seat lately. He was irritated by the sun lately. He admired a fine tastefully arranged Statue lately. He has been annoyed by flies. He was caught in the rain recently. He has been haunted by the dead lately. He has been satisfied at work lately. He is married to Stinchad Minedmatched. He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Hairy Banner. He is a former member of The Colorless Rack. He is the manager of Bodythief the Void-Wraith. He is the former broker of Bodythief the Void-Wraith. He is the former expedition leader of Bodythief the Void-Wraith. He arrived at Usânstâkud Nazushmestthos on the 11th of Slate in the year 268. He is one hundred forty-one years old, born on the 1st of Granite in the year 129. He is tall and belarded by great hanging sacks of fat. His hair is dry. His very long sideburns are braided. His very long moustache is arranged in double braids. His very long beard is arranged in double braids. His very long hair is arranged in double braids. His broad nose is upturned. His somewhat narrow ears are extremely tall. His raw umber eyes are slightly sunken. His somewhat short head is somewhat narrow. His brown skin is wrinkled. His hair is white mixed with gray. He is strong, but he is slow to heal. 'AtomicAvocado' Zasitstorlut likes basalt, gold, smoky quartz, worm tooth, pig tail fiber fabric, bucklers, querns, earrings, donkeys for their stubbornness and rope reeds for their precise lines. When possible, he prefers to consume schidna, tapir cheese and dwarven rum. He absolutely detests bank scorpions. He has great intuition, a very good sense of empathy, a good intellect and a sum of patience, but he has quite poor focus. He is often nervous. He is slow to anger. He rarely feels discouraged. He can handle stress. He enjoys the company of others. He has a fertile imagination. He prefers familiar routines. He is guarded in relationships with others. He is disorganized. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

Spoiler: NCommander (click to show/hide)

'NCommander' Timnârkulet Kâlrethlam, "NCommander' Taperabbey the Humd St

'NCommander' Timnârkulet Kâlrethlam has been happy lately. She dined in a legendary dining room recently. She slept in a good bedroom recently. She was disgusted by a miasma lately. She was caught in the rain recently. She sustained minor injuries recently. She is married to 'Baltharaaz' Furnaceroof the Turquoise Ear of Covens and has two children: Rigoth Mirrorfell and Fikod Cloisterrun. She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The Crystalline Board. She is a former member of The Armour of Notches. She is an enemy of the Midnight of Standards. She is an enemy of Shlimbus. She is an enemy of Badafaglaelis. She is the former militia commander of Bodythief the Void-Wraith. She arrived at Usânstâkud Nazushmestthos on the 28th of Hematite in the year 267. She is ninety-nine years old, born on the 1st of Granite in the year 171. She is incredibly muscular. Her hair is clean-shaven. Her raw umber eyes are sunken. She has a deeply recessed chin. Her nose is slightly upturned. Her fifth toe, right foot is gone. Her left ear is gone. Her left lower arm is gone. Her skin is brown. Her left upper arm bears the marks of old wounds, including a curving scar. Her right foot bears a very long straight scar. She is basically unbreakable, amazingly agile, virtually never sick, possessed of amazing recuperative powers, absolutely inexhaustible and unbelievably strong. 'NCommander' Timnârkulet Kâlrethlam likes native silver, nickel silver, heliodor, nether-cap wood, gray squirrel bone, gizzard stones, spears, amulets, horses for their strength and green tree frog men for their distinct mating call. When possible, she prefers to consume sewer brew and dwarven wheat flour. She absolutely detests snails. She has a stunning feel for spatial relationships, an astounding feel for the position of her own body, an iron will, a natural inclination toward language, good creativity, an ability to read emotions fairly well and the ability to focus, but she has a meager ability with social relationships and bad intuition. She often feels discouraged. She can handle stress. She tends to avoid crowds. She loves to take charge and direct activities. She is rarely happy or enthusiastic. She is slow to trust others. She finds helping others rewarding. She is extremely cautious. She clicks her tongue occasionally when she's bored. She needs alcohol to get through the working day. She doesn't really care about anything anymore.

A short, sturdy creature fond of drink and industry.

The Kills of 'NCommander' Timnârkulet Kâlrethlam

Fourteen Notable Kills

Atu Horrorvine the goblin, d. 268
Stâsost Hatedcrowded the troll, d. 268
Zolak Wickedpanther the goblin, d. 268
Stosbûb the troll, d. 268
Stosbûb Hextempts the troll, d. 268
Osta Eventhieves the troll, d. 268
Utes Evilpick the goblin, d. 268
Bâx the troll, d. 268
Bâx the troll, d. 268
Mato the troll, d. 268
Tlolojrumbus the kobold, d. 268
Polojaylbis the kobold, d. 268
Song Hatedleak the goblin, d. 268
Ago Malignedgrieve the goblin, d. 268

One Other Kill

One crow man <ð> in Murdermachin

NCommander Tapeabbey The Humid Stone. Legendary Mace-fighter, currently is on the vacations of baby-care

Spoiler: McIgnobel (click to show/hide)

'McIgnobel' Idenidath, "McIgnobel' Paddleamused", Physicist

'McIgnobel' Idenidath has been happy lately. He ate a truly decadent dish lately. He dined in a legendary dining room recently. He slept in a fantastic bedroom recently. He has been haunted by the dead lately. He was disgusted by a miasma lately. He has complained of thirst lately. He was caught in the rain recently. He is married to 'Rmn' Spiraledinked. He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Pulley of Clubs. He arrived at Usânstâkud Nazushmestthos on the 23rd of Sandstone in the year 269. He is one hundred twenty-two years old, born on the 1st of Granite in the year 148. He is tall, muscular and fat. His raw umber eyes are sunken. His medium-length sideburns are neatly combed. His very long moustache is arranged in double braids. His long beard is braided. His hair is clean-shaven. His nose is upturned. He has a deeply recessed chin. His eyes have thin irises. His skin is brown. He is strong and rarely sick, but he is quick to tire. 'McIgnobel' Idenidath likes calcite, fine pewter and prase opal. When possible, he prefers to consume thornback ray, swamp whiskey and whip vine flour. He absolutely detests brown recluse spiders. He has great analytical abilities, an ability to read emotions fairly well, a good feel for social relationships and a good memory, but he has poor focus, a questionable spatial sense, a large deficit of willpower and little linguistic ability. He is comfortable in social situations. He can handle stress. He does not have a great aesthetic sensitivity. He tends not to openly express emotions. He admires tradition. He is slow to trust others. He is guarded in relationships with others. He is not easily moved to pity. He finds rules confining. He talks to inanimate objects when he's thinking. He needs alcohol to get through the working day. He likes working outdoors and grumbles only mildly at inclement weather.

A short, sturdy creature fond of drink and industry.

Spoiler: Saber (click to show/hide)

'Saber' Idarban, "'Saber' Rockcradles", Saborian

'Saber' Idarban has been happy lately. She dined in a legendary dining room recently. She slept in a fantastic bedroom recently. She has been haunted by the dead lately. She has been annoyed by flies. She has been tired lately. She was caught in the rain recently. She has complained of thirst lately. She has been satisfied at work lately. She is married to 'Lurker' Mirrordrum and has one child: Kumil Rocksboxed.

She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The West Glaze. She is an enemy of The Midnight of Standards. She is an enemy of Shlimbus. She arrived at Usânstâkud Nazushmestthos on the 11th of Slate in the year 268.

She is one hundred eight years old, born on the 1st of Granite in the year 162.

She is incredibly muscular. Her very thin-irised raw umber eyes are sunken. Her hair is clean-shaven. Her brown skin is wrinkled. Her ears are somewhat narrow.

She is amazingly agile, basically unbreakable, mighty and very slow to tire.

'Saber' Idarban likes ilmenite, sterling silver, plume agate, palm wood, clear glass, giant porcupine tooth, bluefin tuna bone and giant brown recluse spider silk. When possible, she prefers to consume monitor lizard and gutter cruor. She absolutely detests bats.

She has an astounding feel for the position of her own body, a stunning feel for spatial relationships, a very good sense of empathy, willpower and the ability to focus, but she has a poor ability to manage or understand social relationships.

She can handle stress. She is very friendly. She prefers to be alone. She is assertive. She dislikes confrontations. She is very confident. She is disorganized. She has a sense of duty. She points and shakes her finger when she's angry. She exhales sharply when she becomes exasperated. She needs alcohol to get through the working day. She does not mind being outdoors, at least for a time.

| The Kills of 'Saber' Idarban |
|--|
| Two Kills |
| Ngebzo the troll, d. 268
Bax Mangyruelty the goblin, d. 268 |

Legendary Sword-fighter, just done with her baby-care and ready to return back to military

Spoiler: Dortimus (click to show/hide)

| 'Dortimus' Enshalalâth, "'Dortimus' Buddedbolt", Gladiatoress |
|---|
| 'Dortimus' Enshalalâth has been ecstatic lately. She admired a fine Door lately. She dined in a legendary dining room recently. She admired own fine Bed lately. She slept in a good bedroom recently. She has been tired lately. She was caught in the rain recently. She has been satisfied at work lately. She is married to Geshud Drivecrafted. |
| She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The Hairy Banner. She is a former member of The Page of Flame. She arrived at Usânstâkud Nazushmestthos on the 27th of Malachite in the year 269. |
| She is one hundred nine years old, born on the 1st of Granite in the year 161. |
| She is average in size. Her hair is straight. Her very long hair is braided. She has a deeply recessed square chin. Her nose is upturned. Her raw umber eyes are slightly sunken. Her head is somewhat short. Her hair is gray mixed with dark tan. Her skin is brown. |
| She is quite clumsy. |
| 'Dortimus' Enshalalâth likes earthenware, copper, chrysoprase, green glass, giant moon snail leather, purring maggot tooth, llama wool, the color pumpkin, gems, spears, splints and lynx for their ear tufts. When possible, she prefers to consume squid, tapir cheese, tuber beer and quarry bush leaves. She absolutely detests fire snakes. |
| She has an ability to read emotions fairly well, but she has poor focus and poor creativity. |
| She rarely feels discouraged. She is relaxed. She is often cheerful. She isn't given to flights of fancy. She is not interested in art. She likes to try new things. She is open-minded to new ideas. She is disorganized. She doesn't go out of her way to do more work than necessary. She gets distracted during conversations when she's excited. She needs alcohol to get through the working day. |
| A short, sturdy creature fond of drink and industry. |

Female gladiatoress without body or leg armour, that's nice!

Spoiler: UristMcLoving, Drunken Bastard (click to show/hide)

| 'Urist McLoving' Sazironol, "'Urist McLoving' Bridgemountain", Drunken Bs |
|--|
| 'Urist McLoving' Sazironol has been happy lately. She ate a legendary meal lately. She dined in a legendary dining room recently. She has been satisfied at work lately. She has been haunted by the dead lately. She was caught in the rain recently. She is married to 'Derm' Craftsankle. |
| She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The Cudgel of Masters. She arrived at Usânstâkud Nazushmestthos on the 26th of Granite in the year 270. |
| She is one hundred twenty years old, born on the 1st of Granite in the year 150. |
| She is average in size. Her very long hair is braided. Her raw umber eyes are sunken. Her slightly flattened ears are extremely tall. She has a deeply recessed chin. Her head is somewhat short. Her hair is gray with flecks of dark tan. Her skin is brown. |
| She is indefatigable, but she is quite susceptible to disease, very flimsy and quite clumsy. |
| 'Urist McLoving' Sazironol likes realgar, lead, red zircon, spider monkey leather, phantom spider silk, the color crimson, maces, figurines, piccolos and ducks for their quacks. When possible, she prefers to consume llama cheese and Longland beer. She absolutely detests fire snakes. |
| She has an amazing memory, a very good sense of empathy and good intuition. |
| She often feels discouraged. She prefers that others handle the leadership roles. She does not have a great aesthetic sensitivity. She prefers stability and security to ambiguity and disorder. She often greets others with a hug. She needs alcohol to get through the working day. |
| A short, sturdy creature fond of drink and industry. |

Derm's wife

Spoiler: Squidmann (click to show/hide)

| 'Squidmann' Melbiludil, "'Squidmann' Tomelanters", Wood Burner |
|--|
| 'Squidmann' Melbiludil has been happy lately. He admired a very fine tastefully arranged Statue lately. He slept in a very good bedroom recently. He dined in a legendary dining room recently. He has complained of thirst lately. He has been haunted by the dead lately. He has been tired lately. He was caught in the rain recently. He has been satisfied at work lately. He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Bridge of Squeezing. He arrived at Usânstâkud Nazushmestthos on the 24th of Granite in the year 269. |
| He is seventy-seven years old, born on the 1st of Granite in the year 193. |
| He is average in size. His raw umber eyes are slightly sunken. His long sideburns are neatly combed. His very long moustache is neatly combed. His very long beard is arranged in double braids. His hair is clean-shaven. His ears are extraordinarily broad. His skin is brown. |
| He is very rarely sick, but he is quick to tire and quite clumsy. |
| 'Squidmann' Melbiludil likes bituminous coal, platinum, bone opal, jabberer bone, the color cerulean, suns, shields, bins and splints. When possible, he prefers to consume hippo, clownfish and whip wine. He absolutely detests moon snails. |
| He has a lot of willpower, a natural inclination toward language, a great memory, a natural ability with music, a sum of patience, a good kinesthetic sense and good creativity, but he has poor focus and a poor ability to manage or understand social relationships. |
| He often feels discouraged. He is self-conscious. He is very friendly. He is assertive. He admires tradition. He would rather intimidate others than compromise with them. He exhales sharply when he becomes exasperated. He needs alcohol to get through the working day. |
| A short, sturdy creature fond of drink and industry. |

Spoiler: Arutha (click to show/hide)

| 'Arutha' Nosimêrith, "'Arutha' Kindnesslabored", RogueInquisitor |
|--|
| 'Arutha' Nosimêrith has been ecstatic lately. He admired own fine Bed lately. He slept in a very good bedroom recently. He had a fine drink lately. He dined in a legendary dining room recently. He has been satisfied at work lately. He has complained of hunger lately. He had a pretty decent drink lately. He was caught in the rain recently. He is married to Thikut Glazecircles. |
| He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The West Glaze. He arrived at Usânstâkud Nazushmestthos on the 24th of Granite in the year 269. |
| He is ninety-six years old, born on the 1st of Granite in the year 174. |
| He is tall. His very long sideburns are neatly combed. His very long moustache is arranged in double braids. His medium-length beard is arranged in double braids. His hair is clean-shaven. His nose is upturned. He has a deeply recessed chin. His raw umber eyes are slightly sunken. His skin is brown. |
| He is almost never sick. |
| 'Arutha' Nosimêrith likes bismuthinite, gold, pink jade and glumprong wood. When possible, he prefers to consume wild strawberries and dwarven wine. He absolutely detests lizards. |
| He has good intuition, but he has poor analytical abilities and little linguistic ability. |
| He can handle stress. He enjoys the company of others. He greatly appreciates art and natural beauty. He is slow to trust others. He finds helping others rewarding. He loves to make lists and keep schedules. He acts impulsively. He needs alcohol to get through the working day. He does not mind being outdoors, at least for a time. |
| The Kills of 'Arutha' Nosimêrith |
| Five Kills |
| Five goblins (♂) in Foggymonstrous |

5 goblin kills at Foggymonstrous. What that place is - a slavery maket where anyone comes for a gobbo-hunt?

Spoiler: Pitchblende (click to show/hide)

'Pitchblende' Idenibesh, "'Pitchblende' Piddledroasted", Gears Curator

'Pitchblende' Idenibesh has been happy lately. He dined in a legendary dining room recently. He has been tired lately. He has been haunted by the dead lately. He was caught in the rain recently.
He is married to 'Eoganachta' Combinedglazes and has two children: Meng Glazebowed and Reg Windrings.
He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Helm of Eagles. He arrived at Usânstâkud Nazushmestthos on the 27th of Malachite in the year 269.
He is one hundred twenty-eight years old, born on the 1st of Granite in the year 142.
He is very muscular. His raw umber eyes are sunken. He has a recessed square chin. His very long sideburns are braided. His very long moustache is neatly combed. His medium-length beard is neatly combed. His very long hair is neatly combed. His nose is upturned. His head is somewhat narrow. His brown skin is wrinkled. His ears are slightly flattened. His eyebrows are slightly low. His hair is gray with a touch of dark tan.
He is very strong and slow to tire.
'Pitchblende' Idenibesh likes anhydrite, rose gold, tigereye, oak wood, nautilus shell, phantom spider silk, the color rust, gauntlets, quivers, cages, animal traps and cavies for their three toes. When possible, he prefers to consume pond turtle and gutter cruor. He absolutely detests large roaches.
He has great analytical abilities, but he has poor spatial senses, a poor memory, very bad intuition, a large deficit of willpower and poor creativity.
He can handle stress. He is assertive. He tends not to openly express emotions. He is put off by authority and tradition. He is slow to trust others. He tries to live a well-organized life. He finds rules confining. He chews his nails when he's thinking. He always takes a deep breath whenever he is surprised. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

Spoiler: Krevsin (click to show/hide)

'Krevsin' Kûbukkun, "'Krevsin' Lancedcat", Other Bollock

'Krevsin' Kûbukkun has been quite content lately. She slept in a very good bedroom recently. She has been tired lately. She has complained of thirst lately. She has been haunted by the dead lately. She dined in a legendary dining room recently. She has been satisfied at work lately. She was caught in the rain recently.
She is married to 'McWaffle' Ringmagics.
She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The Work of Breaches. She arrived at Usânstâkud Nazushmestthos on the 26th of Granite in the year 270.
She is one hundred thirty-six years old, born on the 1st of Granite in the year 134.
She is fat. She has a deeply recessed chin. Her nose is upturned. Her hair is clean-shaven. Her raw umber eyes are sunken. Her ears are slightly flattened. Her skin is brown.
'Krevsin' Kûbukkun likes bauxite, black bronze, yellow spessartine, giant aye-aye tooth, brown recluse spider silk, llama wool, the color cardinal, picks, ballista arrows and grey parrots for their intelligence. When possible, she prefers to consume swamp whiskey, dwarven wheat flour and pig tail seeds. She absolutely detests toads.
She has a great affinity for language, a very good feel for social relationships and a natural ability with music, but she has bad intuition and a questionable spatial sense.
She enjoys the company of others. She has a fertile imagination. She appreciates art and natural beauty. She loves to defy convention. She is immodest. She is compassionate. She is disorganized. She thinks it is incredibly important to strive for excellence. She needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

She's a mechanic and marksdwarf, but I think she should be a speardwarf, with such a surname!

Spoiler: McWaffle (click to show/hide)

'McWaffle' Athelaroth, "'McWaffle' Ringmagics", Syrup Hunter

'McWaffle' Athelaroth has been quite content lately. He slept in a very good bedroom recently. He has complained of the crowded tables lately. He dined in a legendary dining room recently. He has complained of thirst lately. He was caught in the rain recently.
He is married to 'Krevsin' Lancedcat.
He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Hairy Banner. He is a former member of The Work of Breaches. He arrived at Usânstâkud Nazushmestthos on the 26th of Granite in the year 270.
He is one hundred forty-three years old, born on the 1st of Granite in the year 127.
He is corpulent. His raw umber eyes are sunken. He has a recessed square chin. His nose is incredibly upturned. His short sideburns are neatly combed. His very long moustache is arranged in double braids. His very long beard is arranged in double braids. His hair is clean-shaven. His skin is brown.
He is strong, but he is very slow to heal.
'McWaffle' Athelaroth likes diorite, electrum, yellow jasper, spiny dogfish leather, unicorn horn, beaver tooth, bolts, shields, quivers and blue peafowls for their enormous fan tails. When possible, he prefers to consume giant echidna, black bullhead and Longland beer. He absolutely detests mussels.
He has the ability to focus, a good memory and an ability to read emotions fairly well, but he has a questionable spatial sense, meager creativity and a little difficulty with words.
He occasionally overindulges. He doesn't handle stress well. He loves to take charge and direct activities. He loves a good thrill. He is rarely happy or enthusiastic. He is completely uninterested in ideas and debates over intellectual issues. He is candid and sincere in dealings with others. He constantly strives for perfection. He is self-disciplined. He needs alcohol to get through the working day.

The Kills of 'McWaffle' Athelaroth

Fifty-Nine Kills

Four giant snails in The Worshipful Hill
Three giant rattlesnakes (♀) in The Worshipful Hill

Mechanic and speardwarf. Now is drinking with Peregarrette and Puff's ghost, at old brewery

Spoiler: UristMcKiller (click to show/hide)

'Urist McKiller' İtebûshrir, "'Urist McKiller' Postquakes", Insane One

'Urist McKiller' İtebûshrir has been quite content lately. She has complained of thirst lately. She dined in a good dining room recently. She admired a fine Door lately. She slept in a good bedroom recently. She was caught in the rain recently. She has been satisfied at work lately.
She is married to 'Thaddeus' Lashfountain.
She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The Crystalline Board. She is a former member of The West Glaze. She is the mayor of Bodythief the Void-Wraith. She arrived at Usânstâkud Nazushmestthos on the 24th of Granite in the year 269.
She is one hundred thirty-six years old, born on the 1st of Granite in the year 134.
She is average in size. Her raw umber eyes are sunken. Her hair is clean-shaven. She has an angular chin. Her nose is broad. Her brown skin is wrinkled.
She is very rarely sick, tough and slow to tire.
'Urist McKiller' İtebûshrir likes graphite, lead, red flash opal, giant pond turtle shell and giant cave spider silk. When possible, she prefers to consume lion and tuber beer. She absolutely detests snails.
She has awesome intellectual powers, but she has little linguistic ability and poor spatial senses.
She has a calm demeanor. She can handle stress. She enjoys the company of others. She is assertive. She tends not to openly express emotions. She is candid and sincere in dealings with others. She is confident. She is occasionally given to procrastination. She often does the first thing that comes to mind. She laughs in a distinct fashion when she's exasperateed. She needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

The Kills of 'Urist McKiller' İtebûshrir

Ninety-Eight Kills

One wren woman (♀) in The Worshipful Hill
Three peach-faced lovebird men (♂) in The Worshipful Hill

Our mayor!

Spoiler: Scribbles (click to show/hide)

'Scribbles' Medtobtithleth, "'Scribbles' Blockaderumor", Chronicler

'Scribbles' Medtobtithleth has been happy lately. He ate a truly decadent dish lately. He dined in a legendary dining room recently. He slept without a proper room recently. He has been tired lately. He ate a legendary meal lately. He has complained of thirst lately. He was disgusted by a miasma lately. He was caught in the rain recently. He admired a very fine tastefully arranged Statue lately.
He is married to 'BarthanesGraves' Auburnwall.
He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Bridge of Squeezing. He is a former member of The Avalanche of Faces. He arrived at Usânstâkud Nazushmestthos on the 23rd of Sandstone in the year 269.
He is one hundred thirty-one years old, born on the 1st of Granite in the year 139.
He is skinny. His very long sideburns are neatly combed. His very long moustache is arranged in double braids. His very long beard is braided. His very long hair is neatly combed. He has a recessed square chin. His nose is upturned. His raw umber eyes are slightly sunken. His brown skin is wrinkled. His ears have small lobes. His hair is gray with a touch of white.
He is quick to heal, but he is very quick to tire.
'Scribbles' Medtobtithleth likes earthenware, copper, precious fire opal, alder wood, crossbows, beds, earrings and horses for their strength. When possible, he prefers to consume giant wombat, yak cheese and Longland beer. He absolutely detests oysters.
He has a great affinity for language, very good intuition, a good feel for social relationships and an ability to read emotions fairly well.
He occasionally overindulges. He greatly appreciates art and natural beauty. He is mostly unaware of his own emotions and rarely expresses them. He admires tradition. He is slow to trust others. He is compassionate. He is confident. He always takes a deep breath whenever he is surprised. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

Spoiler: Thaddeus (click to show/hide)

Thaddeus' Mengzefon, "Thaddeus' Lashfountain", The Fail Saint

'Thaddeus' Mengzefon has been ecstatic lately. He slept in a bedroom like a personal palace recently. He has been tired lately. He had a fine drink lately. He has been haunted by the dead lately. He dined in a legendary dining room recently. He has complained of hunger lately. He admired a splendid tastefully arranged Trap lately. He was disgusted by a miasma lately. He was caught in the rain recently. He is married to 'Urist McKiller' Postquakes. He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The West Glaze. He is the chief medical dwarf of Bodythief the Void-Wraith. He arrived at Usânstâkud Nazushmestthos on the 24th of Granite in the year 269. He is one hundred thirty-nine years old, born on the 1st of Granite in the year 131. He is incredibly skinny. His short sideburns are neatly combed. His very long moustache is arranged in double braids. His very long beard is arranged in double braids. His hair is clean-shaven. His raw umber eyes are sunken. His skin is brown. His nose is somewhat broad. He is incredibly quick to heal and slow to tire. 'Thaddeus' Mengzefon likes conglomerate, black bronze, red beryl, giant red panda leather, rope reed fiber fabric, the color beige, mountains and battle axes. When possible, he prefers to consume dwarven ale. He absolutely detests flies. He has great analytical abilities, a natural ability with music and a good spatial sense, but he has little willpower, a meager kinesthetic sense, a meager ability with social relationships and meager creativity. He is often nervous. He doesn't often experience strong cravings or urges. He cracks easily under pressure. He tends not to openly express emotions. He is open-minded to new ideas. He is candid and sincere in dealings with others. He is not easily moved to pity. He is disorganized. He strives for excellence. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

Spoiler: Maxwell Edison (click to show/hide)

Maxwell Edison' Delererib, "Maxwell Edison' Steelgorges", Diagnoser

'Maxwell Edison' Delererib has been happy lately. She slept in a very good bedroom recently. She has complained of thirst lately. She dined in a legendary dining room recently. She has complained of hunger lately. She has been tired lately. She has been satisfied at work lately. She was disgusted by a miasma lately. She was caught in the rain recently. She is married to 'Montis' Giltblades. She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The Colorless Rack. She is a former member of The Furnace of Visionaries. She is an enemy of The Midnight of Standards. She arrived at Usânstâkud Nazushmestthos on the 27th of Malachite in the year 269. She is one hundred fifteen years old, born on the 1st of Granite in the year 155. She is tall. Her nose is upturned. Her raw umber eyes are sunken. She has a deeply recessed chin. Her hair is gray with some dark tan. Her medium-length hair is neatly combed. Her skin is brown. She is flimsy and extremely quick to tire. 'Maxwell Edison' Delererib likes native silver, black bronze, fire opal, willow wood and ballista arrows. When possible, she prefers to consume sunshine. She absolutely detests brown recluse spiders. She has a good spatial sense, a feel for music and the ability to focus, but she has meager creativity and an iffy memory. She is not interested in art. She likes to try new things. She is open-minded to new ideas. She finds helping others rewarding. She strives for excellence. She rolls her eyes when she's annoyed. She needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

The Kills of 'Maxwell Edison' Delererib

One Notable Kill

Bax Malignedwaded the goblin, d. 269

Two Hundred Fifty-Five Other Kills

One hundred forty-nine goblins (♂) in Foggymonstrous
Five iahhervers (♀) in Foggymonstrous

Sometimes a diagnoser can kill his goblin patient! And 49 others too

Spoiler: SanDiego (click to show/hide)

'SanDiego' Lirukâhlel, "'SanDiego' Violencebusts", broker

'SanDiego' Lirukâhlel has been quite content lately. He received water recently. He slept in a very good bedroom recently. He has been tired lately. He was disgusted by a miasma lately. He was caught in the rain recently. He is married to 'Peregarrette' Postford and has two children: Ral Orhsieged and Astesh Hammerthrow. He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Armor of Notches. He is an enemy of Shlimbus. He is the bookkeeper of Bodythief the Void-Wraith. He is the broker of Bodythief the Void-Wraith. He arrived at Usânstâkud Nazushmestthos on the 20th of Hematite in the year 267. He is one hundred twenty-five years old, born on the 1st of Granite in the year 145. He is average in size. He has a recessed chin. His sideburns are clean-shaven. His very long moustache is arranged in double braids. His medium-length beard is braided. His hair is clean-shaven. His raw umber eyes are sunken. His somewhat narrow ears are extremely tall. His skin is brown. He is slow to tire. 'SanDiego' Lirukâhlel likes rock salt, fine pewter, chrysoberyl, giant copperhead snake bone, bolts, bucklers and goblets. When possible, he prefers to consume humblebee mead. He absolutely detests oysters. He has a great kinesthetic sense and good intuition. He is often nervous. He is quick to anger. He is comfortable in social situations. He occasionally overindulges. He enjoys the company of others. He loves a good thrill. He is often cheerful. He is candid and sincere in dealings with others. He taps his feet when he's annoyed. He needs alcohol to get through the working day. He does not mind being outdoors, at least for a time.

A short, sturdy creature fond of drink and industry.

Our legendary broker.

Spoiler: Samwise Gamgee (click to show/hide)

'Samwise Gamgee' Kadolducim, "'Samwise Gamgee' Hatchetworks", Mad Hermit

'Samwise Gamgee' Kadolducim has been happy lately. He slept without a proper room recently. He ate a truly decadent dish lately. He dined in a legendary dining room recently. He admired a completely sublime Paved Road lately. He was disgusted by a miasma lately. He was caught in the rain recently. He talked with mother lately. He is the son of 'Lilbear' Brasspaint and Mebzuth Gorgephrase. He is a casual worshipper of Id. He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is one year old, born on the 4th of Slate in the year 269. He is skinny. His short sideburns are neatly combed. His very long moustache is arranged in double braids. His very long beard is arranged in double braids. His medium-length hair is neatly combed. He has a very high-pitched voice. His somewhat tall ears have nearly fused lobes. His eyebrows are quite dense. His raw umber eyes are slightly wide-set. His hair is dark tan. His skin is brown. His nose is somewhat long. He is very slow to tire and quite quick to heal. 'Samwise Ganges' Kadolducim likes marble, silver, blue garnet, crystal glass, giant lion tamarin tooth, coral, giant desert tortoise shell, phantom spider silk, cabochons, maces, bucklers, quivers, amulets, dogs for their loyalty and magma men for their flowing movement. When possible, he prefers to consume cavy, prickly berries and tuber beer. He absolutely detests slugs. He has an amazing spatial sense, a very good sense of the position of his own body and a good feel for social relationships, but he has poor focus, poor empathy, very bad intuition and very little linguistic ability. He rarely feels discouraged. He can handle stress. He is candid and sincere in dealings with others. He is organized. He constantly strives for perfection. He bites his nails when he's annoyed. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

A 1-yo child that calls himself a mad hermit? wow.

Next part will be last, and I'll show you the might of Murdermachines, its military!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**

Post by: **Dwarf4Explosives** on **April 05, 2014, 05:32:28 pm**

On a side note, kudos to whoever has updated the TvTropes page with our more recent exploits. Also, I somehow managed to read "Will it blend?" as "Will it beard?".

Also, the description of my dorf is pretty amusing. He's got an evil mustache for crying out loud 8)! It seems kind of strange that so many of our dorfs are 100+, going by one of the comments from the old Deathgate. Has the [MAXAGE] for dwarves changed?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**

Post by: **CaptainMcClellan** on **April 05, 2014, 05:58:25 pm**

Quote from: Dwarf4Explosives on April 05, 2014, 05:32:28 pm

On a side note, kudos to whoever has updated the TvTropes page with our more recent exploits. Also, I somehow managed to read "Will it blend?" as "Will it beard?".

You're welcome. I was hoping that would cause a wave of people to properly update things. Ah well, I have much spare time. (At least until I graduate High School, and then you guys are on your own because all my spare time will disappear for three years.)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**

Post by: **TalonisWolf** on **April 05, 2014, 07:08:42 pm**

Quote from: TheFlame52 on April 04, 2014, 04:20:54 pm

DEAR GOD TALONIS IS MARRIED TO TERRY. GOOD LUCK WITH THAT MAN, YOU'RE ON YOUR OWN.

Also, I apparently am a fat married woman with a son. Eh, I've been worse.

F%#*. Remember when I begged for mercy from that from beyond comprehension? Seems I was denied...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**

Post by: **Lolfail0009** on **April 05, 2014, 07:16:50 pm**

Quote from: CaptainMcClellan on April 05, 2014, 05:58:25 pm

Quote from: Dwarf4Explosives on April 05, 2014, 05:32:28 pm

On a side note, kudos to whoever has updated the TVTropes page with our more recent exploits. Also, I somehow managed to read "Will it blend?" as "Will it beard?".

You're welcome. I was hoping that would cause a wave of people to properly update things. Ah well, I have much spare time. (At least until I graduate High School, and then you guys are on your own because all my spare time will disappear for three years.)

Trust me, we get a lot more spare time than you think in University, particularly in early first-year ;)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 05, 2014, 07:19:33 pm**

Quote from: Lolfail0009 on April 05, 2014, 07:16:50 pm

Quote from: CaptainMcClellan on April 05, 2014, 05:58:25 pm

Quote from: Dwarf4Explosives on April 05, 2014, 05:32:28 pm

On a side note, kudos to whoever has updated the TVTropes page with our more recent exploits. Also, I somehow managed to read "Will it blend?" as "Will it beard?".

You're welcome. I was hoping that would cause a wave of people to properly update things. Ah well, I have much spare time. (At least until I graduate High School, and then you guys are on your own because all my spare time will disappear for three years.)

Trust me, we get a lot more spare time than you think in University, particularly in early first-year ;)

Oh good. I'm pretty sure I'll use it for sleeping though as my current schedule has like 1-1/2 hours where I do anything productive and the rest of the day I do pretty much nothing so I still have the time and energy and an urge to do things to alleviate the boredom. In college, I imagine I'll be tired.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **April 05, 2014, 08:46:11 pm**

Terry, you made things come to this. Don't make me call in the heavies! (http://www.bay12forums.com/smf/index.php?action=profile;u=2136)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Shaggard** on **April 05, 2014, 09:36:57 pm**

Journal of Shaggard Dégreg, cook.

I'ms gettin pretty Armok-damned tired of bloody mushrooms. Sure, them fancy finga'd farmers reap'm in an urist a dozen, but a pinch'a good ol' starvation might do this place a bit'a good. Especially them little ones, all those nice little digits, soft skin bits, and them eye jellies. I could make me a mighty stew from one of'm. Would, mind you, if those damned matrons ever dropped the bastards. Wonder if I could make me some shoes outta of their feet.

On that note, figure we should get more'a that sauce the boys kept dying to have. Or, was it dying from have? Details ain't so clear, is all. I tried me a tasta that splendor, and found myself not right impressed. A bit a bloody vomit here and there, can't see out of my left eye much, but there's the right kinda spice in it. I'll put the mess in the next pot of gruel, see if I's can get me some goblin flavorin from the headman.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 05, 2014, 09:51:44 pm**

Brilliant. Now we know what's up with the Gecko sauce.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **peregarrett** on **April 06, 2014, 07:02:56 am**

Third and the last part of personal screens:

Spoiler: AnimaRytak, Void God (click to show/hide)

'AnimaRytak' Sâkzulûz Akamèzum, "AnimaRytak' Trumpetgrows the Fortunat

'AnimaRytak' Sâkzulûz Akamèzum has been quite content lately. He slept in a very good bedroom recently. He has been haunted by the dead lately. He slept in a bedroom like a personal palace recently. He was disgusted by a miasma lately.

He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Pulley of Clubs. He is an enemy of The Midnight of Standards. He is an enemy of Badafagleelis. He is an enemy of Shlimbus. He is the militia commander of Bodythief the Void-Wraith. He is the former militia captain of Bodythief the Void-Wraith. He arrived at Usânstâkud Nazushmestthos on the 20th of Hematite in the year 267.

He is one hundred three years old, born on the 1st of Granite in the year 167.

He has loaded a tall body with incredible muscles. His very long sideburns are braided. His long moustache is arranged in double braids. His very long beard is arranged in double braids. His short hair is neatly combed. He has a square chin. His nose is upturned. His somewhat narrow raw umber eyes are sunken. His head is somewhat short. His hair is dark tan mixed with gray. His skin is brown.

He is amazingly agile, virtually never sick, possessed of amazing recuperative powers, absolutely inexhaustible, basically unbreakable and unbelievably strong.

'AnimaRytak' Sâkzulûz Akamèzum likes quartzite, trifle pewter, pink garnet, crystal glass, desert tortoise bone, gems, bolts, helms and donkeys for their stubbornness. When possible, he prefers to consume blue peafowl and bumblebee mead. He absolutely detests purring maggots.

He has a shockingly profound feel for social relationships, an astounding feel for the position of his own body, an unbreakable will, an absolutely remarkable sense of others' emotions, an astonishing ability with languages and words, uncanny intuition, an astonishing knack for music, a boundless creative imagination, absolutely boundless patience, awesome intellectual powers, an astonishing memory, a stunning feel for spatial relationships and unbreakable focus.

He has an incredibly calm demeanor. He never becomes angry. He never feels discouraged. He is absolutely unfazed by the opinions of others. He never feels tempted to overindulge in anything. He is impervious to the effects of stress. He genuinely likes others and openly expresses positive feelings toward them. He truly treasures the company of others. He loves to take charge and direct activities. He is constantly active and energetic. He lives for risk and excitement. He often feels filled with joy. He is hoed by reality and has a wonderful imagination. He can easily become absorbed in art and the beauty of the natural world. He has a profound understanding of his own feelings. He is highly adventurous and loves fresh experiences. He is entranced by riddles and puzzles and loves to debate issues and ideas. He is an ardent believer in convention and traditional society. He is naturally trustful of everybody. He is incredibly frank and candid in dealings with others. He is truly fulfilled by assisting those in need. He sacrifices his own needs to get along with others. He would never claim to be better than somebody else. He is incredibly compassionate and feels the pain of others. He is incredibly confident. He loves to make lists and keep schedules. He has a profound sense of duty and obligation. He constantly strives for perfection. He will persist in the face of any difficulty until the task is complete. He thinks through every alternative and its consequences before acting. He needs alcohol to get through the working day. He doesn't really care about anything anymore.

A short, sturdy creature fond of drink and industry.

Has 56 notable kills, mostly goblins and trolls. Also, one hamster woman

Spoiler: Baltharaaz (click to show/hide)

'Baltharaaz' Sarveshcilob Ongetrir Zocol, "Baltharaaz' Furnaceproof the I

'Baltharaaz' Sarveshcilob Ongetrir Zocol has been quite content lately. He slept in a good bedroom recently. He was caught in the rain recently. He was disgusted by a miasma lately. He had a satisfying sparring session recently.

He is married to 'NCommander' Taperabbey the Humid Stones and has two children: Rigoth Mirrorfell and Pikod Cloisterrun.

He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Armor of Notches. He is an enemy of The Midnight of Standards. He is an enemy of Shlimbus. He is an enemy of The Living Fogs. He is an enemy of The Exalted Poisons. He is an enemy of Badafagleelis. He arrived at Usânstâkud Nazushmestthos on the 20th of Hematite in the year 267.

He is one hundred years old, born on the 1st of Granite in the year 170.

He is corpulent. His very long sideburns are neatly combed. His very long moustache is arranged in double braids. His very long beard is braided. His hair is clean-shaven. He has a deeply recessed chin. His raw umber eyes are sunken. His ears are slightly flattened. His skin is brown. His left lower arm bears a massive straight scar.

He is basically unbreakable, amazingly agile, absolutely inexhaustible and very strong.

'Baltharaaz' Sarveshcilob Ongetrir Zocol likes claystone, bismuth, onyx opal, grizzly bear leather, maces, floodgates, earrings, turkeys for their snood and damselflies for their coloration. When possible, he prefers to consume bobcat and Longland beer. He absolutely detests hamsters.

He has a stunning feel for spatial relationships, an astounding feel for the position of his own body, an unbreakable will and very good creativity.

He feels strong urges and seeks short-term rewards. He is assertive. He loves to defy convention. He does not trust others. He is candid and sincere in dealings with others. He doesn't like to compromise with others. He needs alcohol to get through the working day. He does not mind being outdoors, at least for a time. He is getting used to tragedy.

A short, sturdy creature fond of drink and industry.

The Kills of 'Baltharaaz' Sarveshcilob Ongetrir Zocol

Nine Kills

Stigitunger the kobold, d. 268
Smunstu Sinfulchanced the goblin, d. 268
Iosace Roaramber the elf, d. 269
Ari Apephraxe the elf, d. 269
Iodi Bloodyhorrors the goblin, d. 269
Smunstu Dreadfulvalley the goblin, d. 269
Muspgas Maroonhells the goblin, d. 269
Tidilishaydus the voidspan thrall, d. 269
Chifistrayngin the voidspan thrall, d. 269

The Turquoise Ear of Covens.Legerndary Hammer-fighter

Spoiler: Oryx (click to show/hide)

‘Oryx’ Lolokthak Kâtākallas Edos, “‘Oryx’ Granitelock the Scaly Se of Amz

‘Oryx’ Lolokthak Kâtākallas Edos has been ecstatic lately. He slept in a very good bedroom recently. He became a parent recently. He admired a completely sublime Bridge lately. He was caught in the rain recently. He was disgusted by a miasma lately. He had a satisfying sparring session recently. He is married to ‘Flame’ Crushedfloors and has one child: ‘Asmel Winephrase’.

He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Page of Flame. He is a former member of The Work of Breaches. He is an enemy of The Midnight of Standards. He is an enemy of Shlimbus. He is an enemy of Badafagleelis. He is an enemy of The Exalted Poisons. He is an enemy of The South Malice. He arrived at Usânstâkud Nazushmestthos on the 2nd of Galena in the year 268.

He is one hundred twenty-one years old, born on the 1st of Granite in the year 149.

He has loaded a tall body with incredible muscles. His slightly sunken raw umber eyes are narrow. He has a deeply recessed square chin. His sideburns are clean-shaven. His very long moustache is arranged in double braids. His very long beard is arranged in double braids. His very long hair is braided. His skin is brown.

He is absolutely inexhaustible, unbelievably strong, extremely agile and incredibly tough, but he is quite susceptible to disease.

‘Oryx’ Lolokthak Kâtākallas Edos likes native aluminum, bismuth, shell opal, green glass and the color cream. When possible, he prefers to consume llama, lungfish, sheep cheese and whip wine. He absolutely detests mussels.

He has an astounding feel for the position of his own body, a stunning feel for spatial relationships, great creativity, an iron will, great analytical abilities, a sum of patience and good intuition, but he has a little difficulty with words, a very bad sense of empathy and a lack of understanding of social relationships.

He occasionally overindulges. He is not a risk-taker. He is open-minded to new ideas. He takes time when making decisions. He needs alcohol to get through the working day.

| The Kills of ‘Oryx’ Lolokthak Kâtākallas Edos |
|--|
| Seven Notable Kills |
| Prinkus the kobold, d. 269
Chilolgis the voidspawn drone, d. 269
Estrur Seducedspeaks the goblin, d. 269
Arstruk Minthorrorrs the goblin, d. 269
Flidis the voidspan thrall, d. 269
Stasost Menacetattooed the goblin, d. 269
Atu Fastenedghoul the goblin, d. 269 |
| One Other Kill |
| One troll (♀) in Foggymonstrous |

The Scaly sea of Amazements. Legendary hammer-fighter

Spoiler: MadFool (click to show/hide)

| ‘The Mad Fool’ Erihsokan, “‘The Mad Fool’ Gorgephrase”, Quack |
|--|
| <p>‘The Mad Fool’ Erihsokan has been quite content lately. He has been haunted by the dead lately. He slept in a good bedroom recently. He was disgusted by a miasma lately.</p> <p>He is married to ‘Lilbear’ Brasspaint and has one child: ‘Samwise Gangee’ Hatchetworks.</p> <p>He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Colorless Rack. He is the militia captain of Bodychief the Void-Wraith. He arrived at Usânstâkud Nazushmestthos on the 11th of Slate in the year 268.</p> <p>He is one hundred twenty-one years old, born on the 1st of Granite in the year 149.</p> <p>He is tall. His short sideburns are neatly combed. His very long moustache is arranged in double braids. His very long beard is braided. His hair is clean-shaven. His slightly large-irised raw umber eyes are sunken. His skin is brown. His upper body bears the marks of old wounds, including a very short straight scar. His right lower arm bears a straight scar.</p> <p>He is very agile and tough.</p> <p>‘The Mad Fool’ Erihsokan likes rhyolite, electrum, yellow jasper, crystal glass, white-browed gibbon leather, giant pond turtle shell, bolts, cabinets, rings, sheep for their wool and goblin-caps for their stunning color. When possible, he prefers to consume brown recluse spider and gutter cruor. He absolutely detests lizards.</p> <p>He has a great sense of empathy, a good spatial sense, a good feel for social relationships and a sum of patience, but he has a meager kinesthetic sense, little willpower and very bad analytical abilities.</p> <p>He is somewhat reserved. He finds helping others rewarding. He would rather intimidate others than compromise with them. He is immodest. He takes time when making decisions. He stiffens up when he’s surprised. His hands are animated when he speaks. He needs alcohol to get through the working day. He does not mind being outdoors, at least for a time. He is getting used to tragedy.</p> |
| A short, sturdy creature fond of drink and industry. |

| The Kills of Mebzuth Erihsokan |
|---|
| Ninety-Eight Kills |
| One giant mosquito (♀) in The Worshipful Hill
One giant rattlesnake (♀) in The Worshipful Hill |

Sperdwarf, squad commander

Spoiler: Scaplier (click to show/hide)

| ‘Scalprier’ Ushatzulban Ilasorshar, “‘Scalprier’ Basementbanner the Abslt W |
|--|
| <p>‘Scalprier’ Ushatzulban Ilasorshar has been quite content lately. She slept in a very good bedroom recently. She took joy in slaughter lately. She was caught in the rain recently. She was disgusted by a miasma lately. She had a satisfying sparring session recently.</p> <p>She is the daughter of Ast Rinnights and Stinthad Dunelash. She is a worshipper of Ronlam, a faithful worshipper of Tun, an ardent worshipper of Ukist the Belly of Salves and a casual worshipper of Osvram Wheelfortune.</p> <p>She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The Armor of Notches. She is an enemy of The Midnight of Standards. She is an enemy of Shlimbus. She is an enemy of The Exalted Poisons. She is an enemy of Badafagleelis. She is an enemy of The South Malice. She arrived at Usânstâkud Nazushmestthos on the 2nd of Galena in the year 268.</p> <p>She is sixty-six years old, born on the 2nd of Limestone in the year 204.</p> <p>She is very muscular. Her very long hair is braided. Her ears are somewhat splayed out. Her hair is dark tan. Her skin is brown. Her right upper leg bears a short straight scar. Her left upper leg bears a short straight scar. Her left foot bears a very long straight scar. Her left cheek bears a massive curving scar. Her eyes are raw umber.</p> <p>She is amazingly agile, basically unbreakable, absolutely inexhaustible, quite quick to heal and very strong.</p> <p>‘Scalprier’ Ushatzulban Ilasorshar likes diorite, aluminum, shell opal, giant desert tortoise shell, shields, doors and ballista parts. When possible, she prefers to consume lungfish and river spirits. She absolutely detests oysters.</p> <p>She has a stunning feel for spatial relationships, an iron will, a great deal of patience and a very good sense of the position of her own body, but she has poor empathy.</p> <p>She is slow to anger. She is frequently depressed. She is somewhat reserved. She has a fertile imagination. She appreciates art and natural beauty. She likes to try new things. She is slow to trust others. She strives for excellence. She becomes very focused during conversations when she’s trying to remember something. When she’s thinking, she clicks her tongue repeatedly. She needs alcohol to get through the working day. She doesn’t really care about anything anymore.</p> |
| The Kills of ‘Scalprier’ Ushatzulban Ilasorshar |

| |
|---|
| Eleven Notable Kills |
| Tode Slittedfell the goblin, d. 268
Jlidronkis the kobold, d. 269
Strulushayrsner the voidspan thrall, d. 269
Chrulufudruber the voidspan thrall, d. 269
Klufubutheelmus the voidspawn drone, d. 269
Nako Nightmarebewitched the goblin, d. 269
Dostngosp Vilemourne the goblin, d. 269
Bax Hexjaundices the goblin, d. 269
Ngoso Throwerdemon the goblin, d. 269
Dostngosp Stokerevil the goblin, d. 269
Dang Pearltick the goblin, d. 269 |
| Three Other Kills |

The Absolute Web. Legendary spear-fighter

Spoiler: Ringo (click to show/hide)

| ‘Ringo’ Alâthborlon, “‘Ringo’ Boltsevere”, Vessel; Sheriff |
|--|
| <p>‘Ringo’ Alâthborlon has been quite content lately. He slept in a fantastic bedroom recently. He was disgusted by a miasma lately. He was caught in the rain recently.</p> <p>He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Page of Flame. He is the captain of the guard of Bodythief the Void-Wraith. He is the former sheriff of Bodythief the Void-Wraith. He is the former militia captain of Bodythief the Void-Wraith. He arrived at Usânstâkud Nazushmestthos on the 19th of Sandstone in the year 268.</p> <p>He is one hundred one years old, born on the 1st of Granite in the year 169.</p> <p>He is average in size. His raw umber eyes are sunken. His medium-length sideburns are neatly combed. His very long moustache is arranged in double braids. His very long beard is arranged in double braids. His hair is clean-shaven. His ears are extremely tall. His skin is brown.</p> <p>He is basically unbreakable and rarely sick.</p> <p>‘Ringo’ Alâthborlon likes calcite, fine pewter, violet spessartine, ash wood, cassowary leather, giant ibex horn, giant wild boar tooth, the color pale pink, floodgates and turkeys for their snood. When possible, he prefers to consume strawberry wine. He absolutely detests cave spiders.</p> <p>He has a great memory, but he has a little difficulty with words, a meager ability with social relationships, meager creativity and a very bad sense of empathy.</p> <p>He is relaxed. He loves a good thrill. He does not have a great aesthetic sensitivity. He is immodest. He is organized. He strives for excellence. When he is speaking, he usually lowers his eyes. When he gets bored, he starts talking to inanimate objects. He needs alcohol to get through the working day. He does not mind being outdoors, at least for a time.</p> |
| A short, sturdy creature fond of drink and industry. |

That over-armed sheriff

Spoiler: Krosan (click to show/hide)

'Krosan' Zonedtül has been happy lately. He admired a fine Seat lately. He dined in a legendary dining room recently. He slept in a very good bedroom recently. He has complained of thirst lately. He has been haunted by the dead lately. He was caught in the rain recently. He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Colorless Rack. He arrived at Usanstäkud Nazushmesthos on the 24th of Granite in the year 269. He is one hundred seventeen years old, born on the 1st of Granite in the year 153. He is incredibly skinny. His raw umber eyes are slightly sunken. His very long sideburns are braided. His very long moustache is arranged in double braids. His very long beard is neatly combed. His hair is clean-shaven. He has a deeply recessed square chin. His slightly upturned nose is broad. His ears are extraordinarily broad. His skin is brown. He is incredibly quick to heal and quite durable. 'Krosan' Zonedtül likes obsidian, steel, alexandrite, giant lion leather, flying squirrel tooth, desert tortoise shell, phantom spider silk, the color chocolate, gems, picks, shields, weapon racks, horses for their strength, black mambas for their aggression and fisher berries for their round shape. When possible, he prefers to consume kangaroo and strawberry wine. He absolutely detests leeches. He has great analytical abilities and a natural inclination toward language, but he has poor empathy and poor creativity. He often feels discouraged. He occasionally overindulges. He is very active. He is put off by authority and tradition. He is occasionally given to procrastination. He needs alcohol to get through the working day. A short, sturdy creature fond of drink and industry.

Spoiler: Thorgrim (click to show/hide)

'Thorgrim' Rìgòthbal, 'Thorgrim' Craftedones", Grudge-Bearer

'Thorgrim' Rìgòthbal has been ecstatic lately. He slept in a bedroom like a personal palace recently. He has been tired lately. He dined in a legendary dining room recently. He had a pretty decent drink lately. He admired a very fine tastefully arranged Statue lately. He admired a completely sublime Trap lately. He had a fine drink lately. He was disgusted by a miasma lately. He has been haunted by the dead lately. He was caught in the rain recently.

He is married to 'Mas' Silverdance.

He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Page of Flame. He is a former member of The Work of Breaches. He arrived at Usànstàkud Nazushmestthos on the 24th of Granite in the year 269.

He is one hundred twenty-four years old, born on the 1st of Granite in the year 146.

He is tall. His very long sideburns are neatly combed. His very long moustache is arranged in double braids. His very long beard is arranged in double braids. His very long hair is arranged in double braids. He has a deeply recessed square chin. His raw umber eyes are sunken. His small-lobed ears are slightly flattened. His head is somewhat short. His hair is gray with flecks of dark tan. His skin is brown.

'Thorgrim' Rìgòthbal likes native copper, iron, tiger iron, crystal glass, alpaca wool, the color tan, mountains, amulets, donkeys for their stubbornness, giant desert scorpions for their tails and wild strawberries for their vivid red color. When possible, he prefers to consume brook lamprey, sun berries and dwawren rum. He absolutely detests snails.

He has great creativity, a natural inclination toward language, a very good feel for social relationships and the ability to focus, but he has a questionable spatial sense, poor empathy, a meager kinesthetic sense and little patience.

He is often nervous. He is quick to anger. He often feels discouraged. He is uncomfortable with change. He is open-minded to new ideas. He is modest. He is self-disciplined. He stammers when he's annoyed. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

Eighteen Kills

Two giant snails in The Worshipful Will
One muskox (♂) in The Worshipful Will
One muskox (♀) in The Worshipful Will
One giant tick (♂) in The Worshipful Will
One kestrel woman (♀) in The Worshipful Will
One giant porcupine (♂) in The Worshipful Will

Axedwarf

Spoiler: Posnokulus (click to show/hide)

'Prosnorkulus' Fikodināz Lolumshin has been quite content lately. He slept in a good bedroom recently. He was caught in the rain recently. He was disgusted by a masnia lately. He had a satisfying sparring session recently. He sustained minor injuries recently.

He is a citizen of the Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of the Armor of Notches. He is an enemy of The Midnight of Standards. He is an enemy of Shlimbus. He is an enemy of Badafagleellis. He is an enemy of The South Malice. He arrived at Usānstākud Mazushmesthos on the 20th of Hematite in the year 267.

He is one hundred fifty-four years old, born on the 1st of Granite in the year 116.

He is incredibly muscular. His very long sideburns are braided. His very long moustache is arranged in double braids. His very long beard is neatly combed. His very long hair is braided. He has a recessed chin. His nose is incredibly upturned. His slightly flattened ears are extraordinarily broad. His slightly thin-irised raw amber eyes are slightly sunken. His somewhat sharp beard is somewhat narrow. His eyebrows are slightly low. His hair is white. His right hand is gone. His skin is brown. His right lower arm bears the marks of old wounds, including a straight scar. His upper left back teeth is gone.

He is amazingly agile, virtually never sick, possessed of amazing recuperative powers, absolutely inexhaustible, basically unbreakable and unbelievably strong.

'Prosnorkulus' Fikodināz Lolumshin likes porcelain, copper, sunstone, unicorn horn and shields. When possible, he prefers to consume moghopper and swamp whiskey. He absolutely detests flies.

He has a stunning feel for spatial relationships, an iron will, very good creativity, a good kinesthetic sense, the ability to focus and a good intellect, but he has a shortage of patience.

He appreciates art and natural beauty. He is mostly unaware of his own emotions and rarely expresses them. He is put off by authority and tradition. He is candid and sincere in dealings with others. He is very willing to compare himself favorably with others. He chews his cheek when he's bored. He tenses up when he's nervous. He needs alcohol to get through the working day. He doesn't really care about anything anymore.

A short, sturdy creature fond of drink and industry.

The Kills of 'Prosnorkulus' Fikodinäz Lolunshin

Fourteen Notable Kills

Smunstu Seducemuddle the goblin, d. 268
Nguslu Yawningghoul the goblin, d. 268
Ngerxung Slithervile the goblin, d. 268
Nguslu Bandlee the goblin, d. 268
Mgebo Burytorments the goblin, d. 268
Snodub Pearmenaced the goblin, d. 268
Bosa Hatredcrew the goblin, d. 268
Stoslugis the kobold, d. 268
Klakafachlangin the kobold, d. 268
Shlaladrarenis the kobold, d. 268
Thabus the kobold, d. 268
Ngerxung Dungeonstolen the goblin, d. 268
Stoshub Leopardfiend the goblin, d. 269
Em Amberlie the goblin, d. 269

Four Other Kills

Three louse men (♂) in Murdermachines the Blood-Citadel
One louse woman (♀) in Murdermachines the Blood-Citadel

The Wooden Brightness, axe-lord fighter

Spoiler: Grombardrim (click to show/hide)

'Grombardrim' Azinrigöth Onolkutan Genur, "Grombardrim' Watchedcrftd th

'Grombardrim' Azinrigöth Onolkutan Genur has been happy lately. She had a truly decadent drink lately. She slept in a very good bedroom recently. She had a fine drink lately. She had a wonderful drink lately. She had a pretty decent drink lately. She admired a fine Restraint lately. She was caught in the rain recently. She was disgusted by a miasma lately. She had a satisfying sparring session recently.

She is married to 'Grog' Tombphrase. She is the daughter of Sibrek Swelterdearthen and Udil Lettergladness. She is a worshipper of Id.

She is a citizen of The Smooth Helm. She is a member of Bodythief The Void-Wraith. She is a former member of The Bridge of Squeezing. She is an enemy of The Midnight of Standards. She is an enemy of The South Malice. She is an enemy of The Living Fogs. She is an enemy of Badafagleilis. She arrived at Usästäkud Mazushmesthos on the 19th of Sandstone in the year 268.

She is sixty-five years old, born on the 16th of Malachite in the year 205.

She is very muscular. Her raw umber eyes are slightly protruding. Her hair is clean-shaven. Her nose is quite long. Her nose bridge is slightly convex. Her skin is brown.

She is amazingly agile, basically unbreakable, indefatigable, very strong and rarely sick.

'Grombardrim' Azinrigöth Onolkutan Genur likes horn silver, black bronze, onyx opal, water buffalo hoof, gems, war hammers and coffins. When possible, she prefers to consume dwarven wine. She absolutely detests hats.

She has an unbreakable will, an astounding feel for the position of her own body, a stunning feel for spatial relationships and very good intuition, but she has a little difficulty with words and very bad analytical abilities.

She often feels discouraged. She doesn't handle stress well. She is assertive. She is eager for new experiences. She is very trusting. She is self-disciplined. She bites her nails when she gets bored. She needs alcohol to get through the working day. She is getting used to tragedy.

The Kills of 'Gronbardrin' Azinrigöth Onolkutam Gemur

Seven Notable Kills

Nako Gearspiders the goblin, d. 268
Osta Rakehate the goblin, d. 268
Gozru the troll, d. 268
Kifino Esteembear the elf, d. 269
Fludukurbis the voidspan thrall, d. 269
Frimis the voidspan thrall, d. 269
Losilgus the voidspan thrall, d. 269

One Other Kill

One louse man <ð> in Murdermachines the Blood-Citadel

The Mountaneous Speaker of Prestige. Legendary Axe-fighter

Spoiler: Ulborb (click to show/hide)

'Ulborb' Limulatol, 'Ulborb' Goldentru'e, Stonemurderer.

'Ulborb' Limulatol has been quite content lately. He had a wonderful drink lately. He has been haunted by the dead lately. He ate a truly decadent dish lately. He had a pretty decent drink lately. He slept in a good bedroom recently. He had a fine drink lately. He was disgusted by a miasma lately. He sustained minor injuries recently. He is married to Uríst Bronzeyaums. He is the son of Udil Glovepraises and Imush Whiggorge.

He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Bridge of Squeezing. He is an enemy of The Midnight of Standards. He is an enemy of Sklimbus. He arrived at Usánstákud Nazushmestthos on the 10th of Sandstone in the year 267. He is sixty-eight years old, born on the 23rd of Granite in the year 202. His fourth toe, left foot is broken. His fourth toe, left foot is cut open.

He is incredibly muscular. His hair is straight. His short sideburns are neatly combed. His very long moustache is arranged in double braids. His medium-length beard is braided. His short hair is neatly combed. His nose bridge is convex. His nose is extremely narrow. His somewhat high eyebrows are extremely sparse. His somewhat short ears are somewhat narrow. His somewhat short head is somewhat narrow. His hair is dark tan. His skin is brown. His left upper arm bears a massive jagged scar. His left lower arm bears a massive straight scar. His left lower leg bears the marks of old wounds, including a massive straight scar. His eyes are raw umber.

He is amazingly agile, virtually never sick, possessed of amazing recuperative powers, absolutely inexhaustible, basically unbreakable and unbelievably strong.

'Ulborb' Limulatol likes puddingstone, electrum, tsavorite, rubber wood and crouns. When possible, he prefers to consume fisher berries and dwarven ale. He absolutely detests leeches.

He has a stunning feel for spatial relationships, a great kinesthetic sense, an iron will, very good intuition and a good intellect, but he has poor empathy, a little difficulty with words and poor creativity.

He is often nervous. He often feels discouraged. He is very active. He is entirely averse to risk and excitement. He has a fertile inagination. He finds rules confining. He needs alcohol to get through the working day. He does not mind being outdoors, at least for a time. He doesn't really care about anything anymore.

| The Kills of 'Ulborb' Limulatol |
|--|
| <div>Four Notable Kills</div> |
| Spunstu the troll, d. 268 |
| Stosbûb the troll, d. 268 |
| Gralagaflayngus the kobold, d. 268 |
| Olngo Strapscurge the goblin, d. 268 |
| <div>One Hundred Forty-Two Other Kills</div> |

Sword-master

Spoiler: Microblighted (click to show/hide)

'Microblighted' Onolnòm Enalfikod, "'Microblighted' Mountaingod the Prm G

'Microblighted' Onolnòm Enalfikod has been quite content lately. He had a pretty decent drink lately. He slept in a very good bedroom recently. He had a fine drink lately. He was disgusted by a miasma lately. He had a satisfying sparring session recently.

He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Hairy Banner. He is an enemy of The Midnight of Standards. He is an enemy of Sklimbus. He is an enemy of The Exalted Poisons. He is an enemy of Badafagleeelis. He arrived at Usánstákud Nazushmestthos on the 2nd of Galena in the year 268.

He is one hundred twenty-six years old, born on the 1st of Granite in the year 144.

He is very muscular, tall and obese. His sunken raw umber eyes are slit. His hair is crinkly. His very long sideburns are braided. His medium-length moustache is arranged in double braids. His medium-length beard is braided. His very long hair is arranged in double braids. He has a recessed square chin. His eyes have thin irises. His slightly flattened ears are extremely tall. His nose is broad. His brown skin is wrinkled. His left upper leg bears a short straight scar. His hair is gray with a touch of dark tan.

He is basically unbreakable, unbelievably strong, absolutely inexhaustible and extremely agile, but he is quite susceptible to disease and very slow to heal.

'Microblighted' Onolnòm Enalfikod likes microcline, fine pewter, jelly opal, echidna leather, giraffe tooth, the color raw umber, circles, gauntlets, amulets and two-humped camels for their humps. When possible, he prefers to consume dwarven beer. He absolutely detests brown recluse spiders.

He has an unbreakable will, a stunning feel for spatial relationships, great creativity, a great kinesthetic sense, a sum of patience, the ability to focus and a good intellect, but he has a poor memory.

He only rarely feels strong cravings or urges. He is unassertive. He is slow to trust others. He is self-disciplined. He often does the first thing that comes to mind. He blows his breath out when he's annoyed. He needs alcohol to get through the working day. He is getting used to tragedy.

| The Kills of 'Microblighted' Onolnòm Enalfikod |
|---|
| <div>Seven Notable Kills</div> |
| Strodno Dungeonmments the goblin, d. 268 |
| Ber Dungeonpears the goblin, d. 268 |
| Shlayrin the voidspan thrall, d. 269 |
| Prilistringis the voidspawn overlord, d. 269 |
| Chrogogosilibus Wispycalls the voidspawn drone, d. 269 |
| Jadrayler the voidspan thrall, d. 269 |
| Studolhis Fleshyyor the voidspawn plaguebringer, d. 269 |
| <div>One Other Kill</div> |
| One louse man <ð> in Murdermachines the Blood-Citadel |

The Prim Glaze

And here is

Spoiler: Full dwarf skills chart (click to show/hide)

| Dwarf Manipulator - Manage Labors | | | CBUMHETGHTUDSBSDFRATGDSMPLEAHITCSSCPBTDIFURHCCSLDUSDMCQPCGUEOMFSVUIBFRPAUAAWASHSCBKBPLBSKNFAASDLTSCOCBPNJLIGCCFPACRIBCSKMPFRSATD | | | | | | | | | | BaoCannauriIuotrdemaryoBoylrehhhkhporeIluerIruetotoleIdolxnpetutotueunerIrxwcapbnoIkaiftigerhodetiobraeeuinnaIscprkhhmrrprodprrr | | | | | | | | | |
|-----------------------------------|---|-----------------|--|----|---|------|---|----|---|-----|---|-----|--|----------|--------|-----|--------|--------|---|-----|--------|---|
| Map. | Name | Profession | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 7 | 111 | 0 | 70077 | 0B | 0 | 10 | 10 | 1 | 666 | 660000 | B |
| 100 | 'Fungin' Esdortobul | Heater | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 7 | 111 | 0 | 70077 | 0B | 0 | 10 | 10 | 1 | 666 | 660000 | B |
| 74 | 'Morgarvett' itebatul | Miner | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 010 | 7 | 556 | 1 | 666 | 660000 | | | | | | | |
| 156 | 'Uendi' Koligoch | Stoner | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 111 | | | | 29 | 9 | 99 | | | | | | |
| 131 | 'Thorchild Járnök' Oslanmesir | Carpenter | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 666 | 000066 | | | | | | | |
| 126 | 'Raptor' Nímakmonon | Sniper | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 1 | 9 | U | 0 | A0U12 | 0 | 000 | 9C0009 | Z | | | | |
| 134 | 'Aoshi' Lokishumul | Rockbreaker | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 000 | 0 | 0 | 0 | 0 | | | | |
| 182 | 'Tryrar' Uzolnog | Stoneworker | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 000 | 0 | 0 | 0 | 0 | | | | |
| 141 | 'Josh the Hawk' Ásdúgíð | Historian | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 000 | 0 | 0 | 0 | 0 | | | | |
| 165 | 'Gren' Rakustokan | Mason | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 000 | 0 | 0 | 0 | 0 | | | | |
| 170 | 'Eogannachta' Artobhíod | Mason | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 555 | 000 | 0 | 70B | 1 | B | | | |
| 142 | 'Mortis' Oltartarníð | Rock-Breaker | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 111 | 0 | 8 | 8 | 88 | | | | |
| 108 | 'Vuli Ulasí' Iulonrifot | Slayer | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 4 | Z | 00 | 4V11C | 0 | 000 | 0B | 0B | | | | |
| 116 | 'Talonis Sloth' Debesmar | Cloth Academy | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 118 | 0 | 000 | 0B | 0B | | | | |
| 119 | 'Lurker' Ænultalín | Armorer | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0770B000 | 7 | 2 | | | | | | |
| 146 | 'Tonio' Gríghomrek | Armorer | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 111 | 0 | CS | 000 | 0B2 | | | | |
| 132 | 'Karen' Kulelilul | Runesmith | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 000 | 0 | CS | 0B | | | | | |
| 168 | 'Voicínhefan' Koganlegon | Rescue Toaster | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 111 | 0 | 000 | 000000 | | | | |
| 125 | 'Chaos Maker' Uzolliisid | Hammerer | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 111 | 0 | 777B | | | | | |
| 119 | 'Baelor' Ewaldallíth | Healer | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 111 | 0 | 7 | 2 | 0 | 0 | 7 | | |
| 138 | 'Terry' Áustolan | TwistedDarkness | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 111 | 0 | 66 | 666 | | | | | |
| 114 | 'Lilbear' Monozologem | Bear Wrestler | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0EB | 0000B | | | | | |
| 126 | 'Saint' Ástastuzol | Templar | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0EB | 70099 | | | | | |
| 120 | 'Koter' Áugstathur | Leatherworker | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | | |
| 111 | 'Barthanes'Graues' Sanusadil | Stonemason | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 8 | 88 | B | | | | |
| 660 | 'Traveller' Águshrír | King Of Ghosts | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 8 | 8 | B | | | | |
| 118 | 'Flame' Óndakost | Chaosbane | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 000 | 7C007 | | | | | |
| 125 | 'Dern' Ríghotkatus | Feathercutter | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 8 | 8 | B | | | |
| 133 | 'Shaggard' Dágreg | Good Chef | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | |
| 135 | 'Kyh' Ószekuzol | Fish Dismantor | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | |
| 161 | 'Kazin' Iulonshorast | Beesmith | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | |
| 124 | 'Draug' Zasíon | Breuer | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | |
| 136 | 'Plop' Keskalistam | Doctor | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | |
| 176 | 'Mas' Balnatul | Grand Butcher | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | |
| 143 | 'Kikrost' Moasuilom | Dyer | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | |
| 138 | 'Tyler Durden' itebazair | Lye Maker | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | |
| 123 | 'Rnn' Tishislikot | Spearstab Dwarf | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | |
| 172 | 'Broken' Kílruðesmul | Miller | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | |
| 105 | 'Mr Strange' Óssudastot | Mr.Stab-It-All | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | |
| 122 | 'AtomicAvocado' Zasístorlut | Manager | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | |
| 147 | 'NCommander' Tínnáskuilet Kálrethlam | CARPlord | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | |
| 132 | 'Meinubsi' Idenidath | Physicist | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | |
| 144 | 'Saber' Idarban | Sabotier | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | |
| 158 | 'Dortinus' Enshalaláth | Gladiatoress | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | |
| 138 | 'Urist McLoiving' Sazironol | Drunken Bastard | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | |
| 126 | 'Thikur' Fíkodachur | Wood Burner | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | |
| 128 | 'Squidmann' Melbiludil | Wood Burner | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | |
| 158 | 'Arutha' Nosímeríth | RogueInquisitor | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | |
| 125 | 'Pischlende' Idenibesh | Beard Curator | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | |
| 116 | 'Kreusin' Kábukkun | Other Bollock | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | |
| 120 | 'McVaffle' Athelaroth | Syrup Hunter | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | |
| 112 | 'Urist McKiller' itebushrír | Insane One | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | |
| 142 | 'Stochibiles' Metobhíleth | Chronicler | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | |
| 154 | 'Thaddeus' Mengzefon | The Faint Saint | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | |
| 127 | 'Maxwell Edisson' Delererib | Diagnoser | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | |
| 106 | 'Sandiego' Kírbubléi | Architect | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | |
| 107 | 'AnimaRytak' SÁkzulú Akamézum | UlidGod | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | |
| 109 | 'Baltharaaz' Sarveshílob Ongetrir Zocol | Oblierator | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | |
| 363 | 'Oryx' Lolokthak Kátákalías Edos | Mad God | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | |
| 90 | 'The Mad God' Esíssokan | Quack | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | |
| 122 | 'Scalpier' Ushatzulban Ilasorshar | AngryCalc | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | |
| 109 | 'Ringo' Álktharíon | Vesseli Sheriff | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | |
| 106 | 'Kreus' Zonedúll | Leadsmith | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | |
| 155 | 'Thorgrim' Ríghóthbal | Gundee Dealer | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | |
| 107 | 'Frosnorkuluz' Fíkodímáz Lolumshin | Axe Lord | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | |
| 125 | 'Grenhardrin' Ázínígóth Onolkutan | White Dwarf | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | |
| 124 | 'Ulborb' Ástastuzol | Stonemason | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | |
| 109 | 'MicroHighgate' Onolón Enalfikod | Stonemaster | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | |
| 142 | 'Samwise Gamgee' Kadolducin | Mad Hermit | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | |
| 86 | 'Mumil' Idothsin | Duareven Child | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | |
| 110 | 'Artesah' Milarvos | Duareven Child | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | |
| 98 | 'Logem' Lolokeshatán | Duareven Baby | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | |
| 92 | 'Ushrir' Kodorlogem | Duareven Baby | 10 | 10 | 1 | 1111 | 1 | 37 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | |

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **peregarrett** on **April 06, 2014, 11:21:36 am**

Quote from: TheFlame52 on April 06, 2014, 10:55:48 am
EDIT: Both Talonis and Terry were born on Granite 1, 159. Also, Talonis Sloth likes sloths. :P
That's why I nicknamed her "Sloth".

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **April 06, 2014, 11:28:45 am**

Quote from: peregarrett on April 05, 2014, 02:07:16 pm

Spoiler: Saber (click to show/hide)

'Saber' Idarban, "'Saber' Rockcradles", Saborian

'Saber' Idarban has been happy lately. She dined in a legendary dining room recently. She slept in a fantastic bedroom recently. She has been haunted by the dead lately. She has been annoyed by flies. She has been tired lately. She was caught in the rain recently. She has complained of thirst lately. She has been satisfied at work lately. She is married to 'Lurker' Mirrordrum and has one child: Kumil Rockshowed. She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The West Glaze. She is an enemy of The Midnight of Standards. She is an enemy of Shlinbus. She arrived at UeSnetâkud Nazuchmestthos on the 11th of Slate in the year 268. She is one hundred eight years old, born on the 1st of Granite in the year 162. She is incredibly muscular. Her very thin-irised raw umber eyes are sunken. Her hair is clean-shaven. Her brown skin is wrinkled. Her ears are somewhat narrow. She is amazingly agile, basically unbreakable, mighty and very slow to tire. 'Saber' Idarban likes ilmenite, sterling silver, plume agate, palm wood, clear glass, giant porcupine tooth, bluefin tuna bone and giant brown recluse spider silk. When possible, she prefers to consume monitor lizard and gutter cruor. She absolutely detests bats. She has an astounding feel for the position of her own body, a stunning feel for spatial relationships, a very good sense of empathy, willpower and the ability to focus, but she has a poor ability to manage or understand social relationships. She can handle stress. She is very friendly. She prefers to be alone. She is assertive. She dislikes confrontations. She is very confident. She is disorganized. She has a sense of duty. She points and shakes her finger when she's angry. She exhales sharply when she becomes exasperated. She needs alcohol to get through the working day. She does not mind being outdoors, at least for a time.

The Kills of 'Saber' Idarban

Two Kills

Ngebzø the troll, d. 268
Bax Mangycruelty the goblin, d. 268

Legendary Sword-fighter, just done with her baby-care and ready to return back to military

So let me get this straight.
Im a legendary swordsdwarf
Who is 108-year-old married woman with a child
And has high stats
And has slain a troll and a goblin
And is BALD?
This is too grand, I mean, TOO GRAND. I must make a side story of this old woman.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Grombardrim** on **April 06, 2014, 01:45:39 pm**

This is pretty awesome, I'm not even mad that I'm a female Dwarf. I have a full fucking title (and let's face it: The Mountainous Speaker of Prestige is a fucking badass name), I've killed an Elf, a Troll and assorted others... And I worship Id. Let me emphasize that: I worship the source of bodily needs, wants, desires and impulses, particularly sexual and aggressive desires.

I'm fucking Jack from Mass Effect. If she were a tanned, non-Biotic Dwarf.

BTW. Sabertooth? I just saw your signature. Large fangs? Spikes? Tall grass? It must be one thing and one thing alone:



Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **peregarrett** on **April 06, 2014, 02:09:04 pm**

Quote from: Grombardrim on April 06, 2014, 01:45:39 pm
I've killed an Elf, a Troll and assorted others...
I think we should fetch you a human and a dwarf(probably berserk), to get a full house

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Grombardrim** on **April 06, 2014, 02:36:29 pm**

Yeah, I'd like that. Get on it, Peregarrett! BTW, I don't do journals. I've never known how to do them, and Grombardrim doesn't strike me as the journal-keeping type in any case. She's much more of an in-the-moment person. That being said, have a novel ^_^

Spoiler (click to show/hide)

Azringoth ran her hands over her smooth scalp, grinning as she heard the alarm bells tolling once more. Murdermachines never truly slept anymore, the threat of incursion was too great. Even the traps Peregarrett had set up did nothing to help them, rather, they hurt more Dwarves than they did Voidspawn. Eagerly, she picked up her trusty battle-axe, dropping him into the sling on her belt. It ill-behooved the Mountainous Speaker of Prestige to go into battle unarmed, after all. It ill-behooved *anyone* to go into battle - or anywhere in Murdermachines, for that matter - unarmed.

"Saber," she greeted the older veteran as they joined up together. The Swordswoman had recently had a child, but her battle-readiness was not impaired, it would seem. Good to know. "Looks like we get to fight now." With that, she grinned fiercely, running one finger along the blade of her axe, daubing strange lines and patterns onto her face with the freshly-spilt blood. "About fuckin' time!"

As the two warrior-women met up with the rest of their squad in the headlong rush towards the entrance, Azringoth lifted her axe out of the frog-loop, moving out to one side where she would have full room to swing the weapon around. They rounded the bend, a full squad of metal-clad, armed, furious Dwarven warriors, and they met a squad of Goblins suddenly glancing up, their eyes widening in surprise and fear. She grinned. This was what she *lived* for. "I WILL DESTROY YOU!"

Strike. Counter-strike. Parry. Shield-bash. Slash. Headbutt. As the familiar red haze fell over her eyes like a curtain of Goblin blood (and what a pleasant image that was), everything else fell away, and there was only her, the axe, and the swathe of destruction of the dead Goblins she left behind. Suddenly, the veil lifted, everything was clear again. "Huh. Well, that's boring," she commented, examining the dead Goblins with disappointment, before turning to face the others, raising an eyebrow at their horror-struck faces. "What? You bunch of pussies haven't seen a martial trance before?" Shaking her head, Saber gestured down towards Azringoth's midriff. Glancing down quizzically, she saw a Goblin spear lodged between two armor plates, her own blood flowing out like a crimson brook.

"Well. Fuck."

Everything was black. Or maybe it was white? Possibly even red. She couldn't tell. She didn't care. It hurt. It felt good. It was burning hot, and freezing cold. Sometimes she felt cool water trickling down her throat, or a soothing cloth on her forehead. Sometimes she heard voices talking to her, telling her to get better, telling her to get back on her feet. She didn't care. She didn't have the energy to care. Or the vital organs, for that matter. She remembered being rushed back by her squad, tossed on a bed, examined by what passed for a Medical Dwarf in the hellhole that was Murdermachines. She remembered him telling her she didn't have much of a chance. Her armor had bent inwards, the spear poking a hole into her stomach and the armor holding it open to flood her insides with acid. She had laughed at the irony of being digested by herself, but that had soon become a gurgle of pain, and then nothing.

The colors started to take shape in front of her. The black was still there, still everywhere. The white took on the shape of three long streamers. Braids? Yes, braids and a braided white beard. The red took on a lighter hue and a rounded shape. A face? A Dwarf? Yes, a Dwarf. A Dwarf's face. Nothing else. "I'm dead, aren't I? I'm dead and imagining this. Dwarves can't live without a body, and you're just a head. Hah. And I'm talking to my own imagination."

"Oh, I'm not your imagination. And you won't be dead for long. My name is Grombardrim, it's a pleasure to meet you." The strange Dwarf blurred and came towards her. Azringoth blinked.

"It's nice to meet you too, I suppose."

"My name's-" "Grombardrim."

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 06, 2014, 05:40:43 pm**

Quote from: Grombardrim on April 06, 2014, 01:45:39 pm
This is pretty awesome, I'm not even mad that I'm a female Dwarf. I have a full fucking title (and let's face it: The Mountainous Speaker of Prestige is a fucking badass name), I've killed an Elf, a Troll and assorted others... And I worship Id. Let me emphasize that: I worship the source of bodily needs, wants, desires and impulses, particularly sexual and aggressive desires.

Hmm. Now I sorta want to run an all-Dwarf D&D game >.<
 Also, yeah, Peregarrett has an amazing ability to pick the right Dorf for us, doesn't he?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
 Post by: **TheSaberTooth** on **April 06, 2014, 08:24:45 pm**
 Quote from: Grombardrim on April 06, 2014, 07:15:24 pm
 Also, yeah, Peregarrett has an amazing ability to pick the right Dorf for us, doesn't he?
 Indeed. Also, isn't Peregarrett a chick?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
 Post by: **peregarrett** on **April 07, 2014, 02:21:06 am**
 Quote from: TheSaberTooth on April 06, 2014, 08:24:45 pm
 Indeed. Also, isn't Peregarrett a chick?
 Well, only time can tell! :D
 But my dorf if female, yeah.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
 Post by: **kefkakrazy** on **April 07, 2014, 06:27:30 am**
 Krosan has been happy lately.
 He admired a good chair lately.
 He dined in a nice room lately.
 He slept in a nice room lately.
 He has been haunted by the dead recently.
 Godsdamnit, DF.
 MAD FOOL HAS A KID? THAT HASN'T HAD EXTRA LIMBS ATTACHED? WHAT THE FRICK

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
 Post by: **CaptainMcClellan** on **April 07, 2014, 08:00:20 am**
 Quote from: kefkakrazy on April 07, 2014, 06:27:30 am
 MAD FOOL HAS A KID? THAT HASN'T HAD EXTRA LIMBS ATTACHED? WHAT THE FRICK
 Even evil has loved ones. So it stands to reason, crazy does too.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
 Post by: **Lolfail0009** on **April 07, 2014, 08:03:11 am**
 Quote from: CaptainMcClellan on April 07, 2014, 08:00:20 am
 Even evil has loved ones. So it stands to reason, crazy does too.
 Spoiler (click to show/hide)
 Voldemort didn't. The Daleks don't. The Cybermen are incapable of emotions. And it's not plural when you turn to me.
 Yes, I do indeed see your point.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
 Post by: **CaptainMcClellan** on **April 07, 2014, 08:15:47 am**
 Spoiler (click to show/hide)
 Eh, Voldemort was a dick, Daleks are two-dimensional political statements, and Cybermen merely repress their emotions. Severe narcissists are incapable of empathy, but are still capable of caring about people. And wait, what about Nagini? What about Davros or the Dalek Supreme? Noone said that the loved one had to be the same race/species. As per you, don't you love me? Hehheh. I'm kidding. However you likely have more than one and I hope you have the chance to find out who.
 I was just making a generalization.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
 Post by: **Lolfail0009** on **April 07, 2014, 08:20:34 am**
 Fair enough.
 Spoiler (click to show/hide)
 I had completely forgotten about Nagini. Time to reread.
 I'm fairly sure the Daleks didn't love the Dalek Supreme. They may have held a fondness for Davros.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
 Post by: **CaptainMcClellan** on **April 07, 2014, 08:31:04 am**
 Spoiler (click to show/hide)
 Mm... Maybe I'm wrong. Technically, most evil loves itself, so that's someone also.
 Anyways, the Mad Fool actually spent most of my turn incapacitated. So that might also be a factor if the son is young.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
 Post by: **Terry, Twisted Darkness** on **April 07, 2014, 10:48:56 am**
 Love is a pointless mortal invention. It has no place in this realm, or any.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
 Post by: **Lolfail0009** on **April 07, 2014, 10:52:39 am**
 Quote from: Terry, Twisted Darkness on April 07, 2014, 10:48:56 am
 Love is a pointless mortal invention. It has no place in this realm, or any.

Weren't you hot for Cthulu a while back?
 I would offer further comment, but my emotional knowledge barely covers my own species.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
 Post by: **CaptainMcClellan** on **April 07, 2014, 11:01:15 am**
 Quote from: Terry, Twisted Darkness on April 07, 2014, 10:48:56 am
 Love is a pointless mortal invention. It has no place in this realm, or any.

Common misconception. Love is, in fact, not a mortal invention at all. Moreover, it is necessary in at least small doses for any living being to have some amount of love. Elsewhich it will inevitably get sick and die, or become such a danger that a way will be found to kill it. So watch your levity on what you think is trivial, elsewhich you may be eradicated for the greater good. And I don't use that so lightly as most. At very least restrain your tongue or consequences will follow for mocking what one does not understand is a folly. One that by necessity must be corrected, by force if all other means fail. And if you think that your meager quasi-pan-dimensional existence is immune to eradication you may have quite the unpleasant surprise in days to come. Let's not make this come to war friend, you are very amusing and a valuable ally and your annihilation would sadden me for a small while.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
 Post by: **Terry, Twisted Darkness** on **April 07, 2014, 11:12:24 am**
 ...
 A'le'Anleh.
 Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
 Post by: **Lolfail0009** on **April 07, 2014, 11:24:32 am**
 Quote from: Terry, Twisted Darkness on April 07, 2014, 11:12:24 am
 ...
 A'le'Anleh.
 Wow, I haven't read that series in a long time... Pity. It's an excellent example of modern fiction.
 A'le'Anleh means "by will of Fate", doesn't it Terry?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
 Post by: **CaptainMcClellan** on **April 07, 2014, 11:46:32 am**

Quote from: Lolfail0009 on April 07, 2014, 11:24:32 am

...

A'le'Anleh.

Wow, I haven't read that series in a long time... Pity. It's an excellent example of modern fiction.

A'le'Anleh means "by will of Fate", doesn't it Terry?

Very well. Imagine, if you will, a fate wherein MurderMachines never dies. Is that fate not possible? Only by sabotage will MurderMachines fall, methinks. So if you sabotage the fort, is it truly will of fate or will of Terry? And if it is will of Terry and Terry ceases to exist, could Terry's will continue to sabotage? Truly entropy is the only thing that might cause the end of MurderMachines and by wit of those prepared and careful order, entropy can be subverted. All of you should be motivated to do so, as with entropy ChaosMaker can no longer make chaos. And if entropy occurs, interest will wane. If interest wanes, only that can truly end this place.

(Everyone: Anticipate Terryvention in the fortress.)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **April 07, 2014, 11:52:55 am**

And imagine yet still a Murdermachines that never dies, or a Deathgate that never fell... Was Fate the decider there? Can we truly know?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 07, 2014, 12:11:04 pm**

Quote from: Lolfail0009 on April 07, 2014, 11:52:55 am

And imagine yet still a Murdermachines that never dies, or a Deathgate that never fell... Was Fate the decider there? Can we truly know?

Truly, I don't suppose we can, so let's work both sides of the coin. Shall we?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **April 07, 2014, 12:19:59 pm**

A coin doesn't always land heads or tails. Sometimes it may never land at all... Something looms on the horizon, like the Flagship over the Kestrel.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 07, 2014, 12:22:04 pm**

Then we have achieved a balance, yes? Which is pretty much the same as the result I desire.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **April 07, 2014, 12:34:17 pm**

No... There is something amiss here... It disturbs me...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **April 07, 2014, 12:34:48 pm**

WHAT IS EVEN GOING ON HERE

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **April 07, 2014, 12:37:29 pm**

Love, fate, shit may be about to get real.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 07, 2014, 12:46:08 pm**

Quote from: Terry, Twisted Darkness on April 07, 2014, 12:34:17 pm

No... There is something amiss here... It disturbs me...

Quote from: TheSaberTooth on April 07, 2014, 12:34:48 pm

WHAT IS EVEN GOING ON HERE

Quote from: Lolfail0009 on April 07, 2014, 12:37:29 pm

Love, fate, shit may be about to get real.

Hehheh. I'm attempting to make MurderMachines a dwarven paradise and place of rest. The Chaos Beast doesn't like it. As long as the fortress remains, then I am winning. For as long as a single dwarf remains, there is hope. Eventually, the Void-spawn will die. Booze will flow in rivulets for everydwarf. And if the Void-wraiths get too bored, they can always choose to flee to another plane to fight some new foe. Or to be the foe of another fortress.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **April 07, 2014, 12:46:35 pm**

I think the answer to that question might be "*We are as kitchen towels.*"

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 07, 2014, 12:53:45 pm**

Quote from: Dwarf4Explosives on April 07, 2014, 12:46:35 pm

I think the answer to that question might be "*We are as kitchen towels.*"

Hahaha. I'm afraid you're gonna have to explain that one.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **April 07, 2014, 02:55:26 pm**

Someone asked what was going on here. I answered. I don't know how to explain how my mind came to that conclusion more clearly than that, even to myself.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **April 07, 2014, 03:02:03 pm**

Quote from: CaptainMcClellan on April 07, 2014, 11:46:32 am

Very well. Imagine, if you will, a fate wherein MurderMachines never dies. Is that fate not possible? Only by sabotage will MurderMachines fall, methinks. So if you sabotage the fort, is it truly will of fate or will of Terry? And if it is will of Terry and Terry ceases to exist, could Terry's will continue to sabotage? Truly entropy is the only thing that might cause the end of MurderMachines and by wit of those prepared and careful order, entropy can be subverted. All of you should be motivated to do so, as with entropy ChaosMaker can no longer make chaos. And if entropy occurs, interest will wane. If interest wanes, only that can truly end this place.

(Everyone: Anticipate Terryvention in the fortress.)

Murdermachines can also fall from incompetence. I almost killed it with unforbidden egg roasts when I was checking out the save.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 07, 2014, 03:10:32 pm**

Quote from: TheFlame52 on April 07, 2014, 03:02:03 pm

Quote from: CaptainMcClellan on April 07, 2014, 11:46:32 am

Very well. Imagine, if you will, a fate wherein MurderMachines never dies. Is that fate not possible? Only by sabotage will MurderMachines fall, methinks. So if you sabotage the fort, is it truly will of fate or will of Terry? And if it is will of Terry and Terry ceases to exist, could Terry's will continue to sabotage? Truly entropy is the only thing that might cause the end of MurderMachines and by wit of those prepared and careful order, entropy can be subverted. All of you should be motivated to do so, as with entropy ChaosMaker can no longer make chaos. And if entropy occurs, interest will wane. If interest wanes, only that can truly end this place.

(Everyone: Anticipate Terryvention in the fortress.)

Murdermachines can also fall from incompetence. I almost killed it with unforbidden egg roasts when I was checking out the save.

Oh yeah... I forgot to put safe guards in place for incompetence. Well, there's that.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **peregarrett** on **April 07, 2014, 03:13:01 pm**

There are changes in military.
First, we have The Bolt Magics - archery squad led by Yuli Vlasí.

The Bolt Magics (10)

'Greg' Rakustsokan

'Kazim' Tulonshorast

'Pitchblende' Idenibesh

'Yuli Vlasí' Tulonrifot

'Kreysin' Kùbukkun

'Arutha' Nòsimèrith

'Saint' Átastuzol

'Mcignobel' Idenidath

'Xaren' Kuletìlul

Tyler Durdén Ìtesazír

Second, Saber now leads The Bronze Dearth swordswarves squad. There are just two dwarves in it, Saber, and Terry... Terry started with dropping all her belongings down except a barrel of beer.



One spot at Void-Wrath was left reserved for NCommander till she grows her baby up. And Derm was put on the spare spot.

Scaprier shows some unnatural ways she can do with various objects. Ulborb watches and writes down.



And suddenly we've got a lot of ducklings.



Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **April 07, 2014, 04:20:50 pm**

Quote from: Terry, Twisted Darkness on April 06, 2014, 10:05:53 am

This whole 'marriage' thing eludes me. Does this mean I get to consume Talonis' corpse when it dies to extend the limits of my power further than previously possible?

...Can I get a divorce? And a restraining order, fat lot of good that it would do...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **SanDiego** on **April 07, 2014, 05:11:46 pm**

Quote from: peregarrett on April 07, 2014, 03:13:01 pm

And suddenly we've got a lot of ducklings.

Dinner time!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **April 07, 2014, 05:47:31 pm**

In the third screenshot, is that child stuck in the wall?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **April 07, 2014, 07:32:31 pm**

So I'm in command of Terry, who apparently is a nudist.

Quote from: TheFlame52 on April 07, 2014, 05:47:31 pm

In the third screenshot, is that child stuck in the wall?

Murdermachines. It explains itself.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **April 07, 2014, 10:19:53 pm**

i love this fort...

and of course terry would be a nudist, why would a elderitchy being of madness and despair wear clothes?

in fact why do i wear clothes not made from the flesh and hide of mortals?

leather clothes for everyone when i arrive...

and finally...

DARKWING THE NETHERFOWL HAS RETURNED SEVERLFOLD!!!!

i propose i war-train the beasties...then we can dump them into the circus!!! or preferable into a arena with plenty of pits and let the voidspawn and goblins try to kill the ducks...and then fail and fall to their dooms.

also child stuck in a wall...

wasnt me...maybe...

:D

Note:.....captain, when we invade the circus, things will go to the carnival in a handbasket! because in deathgate when we conquered the circus weird crap sarded happening even worse then normal. so essentially this forts been doomed the moment it started....and were laughing like dark thirsting gods of evil!!!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **peregarrett** on **April 07, 2014, 11:53:35 pm**

Quote from: TheFlame52 on April 07, 2014, 05:47:31 pm

In the third screenshot, is that child stuck in the wall?

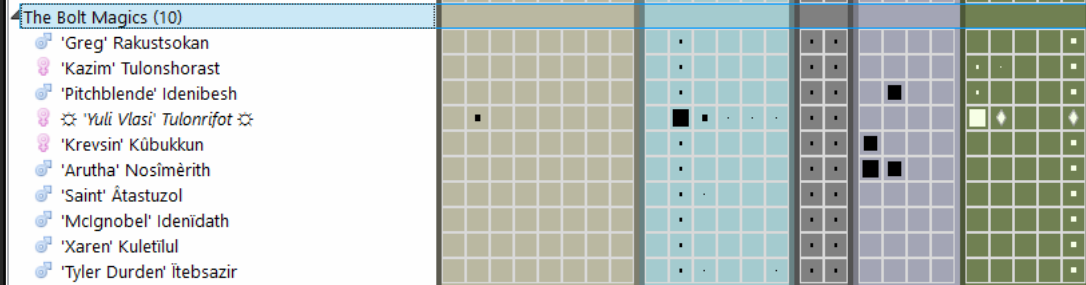
Oh! No, that's an engraving covered in blood. The engraving depicts Derm 2nd leaving from the position of militia commander.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Shaggard** on **April 08, 2014, 12:53:48 am**

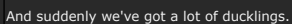
Quote from: peregarrett on April 07, 2014, 03:13:01 pm

There are changes in military.

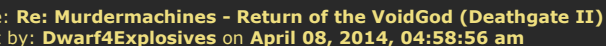
First, we have The Bolt Magics - archery squad led by Yuli Vlasi.



Second, Saber now leads The Bronze Dearth swordswarves squad. There are just two dwarves in it, Saber, and Terry... Terry started with dropping all her belongings down except a barrel of beer.



A rough image seems to be mashed upon the kitchen wall, seemingly of coal dust, blue ichor, and blood.



We should war-train them, then seal them in a pair of rooms (isolated from the rest of the fort). We can then open the entrance to the first room to get them to combat Voidspawn, whilst the second remains locked to prevent newly-formed Thralls from killing *all* of the ducks (I'd leave two breeding pairs inside there). Bonus points if we can set up a dodging trap using them.

by: Lolfail0009 on April 08, 2014, 05:02:29 am

Put the poultry in a Shaft of Enlightenment.

by: **peregarrett** on **April 08, 2014, 05:08:52 am**

Quote from: Lolfail0009 on April 08, 2014, 05:02:29 am

Put the poultry in a Shaft of Enlightenment.

where? ???

by: Lolfail0009 on April 08, 2014, 05:13:58 am

Quote from: peregarrett on April 08, 2014, 05:08:52 am
Quote from: Lolfail0009 on April 08, 2014, 05:02:29 am
Put the poultry in a Shaft of Enlightenment.
where? ???

We don't have one? **Then make one.** (<http://www.bay12forums.com/smf/index.php?topic=134512.0>)

by: **peregarrett** on **April 08, 2014, 05:44:32 am**

Quote from: Lolfail0009 on April 08, 2014, 05:13:58 am

Quote from: peregarrett on April 08, 2014, 05:08:52 am

Quote from: Lolfail0009 on April 08, 2014, 05:02:29 am

Put the poultry in a Shaft of Enlightenment.

where? ???

We don't have one? **Then make one.** (<http://www.bay12forums.com/smf/index.php?topic=134512.0>)

OOOOOOOH!!! That's just hilarious!

by: **Grombardrim** on **April 08, 2014, 05:47:26 am**

Um. What squad is Grombardrim in, still the Void-Wraiths?

by: **SanDiego** on **April 08, 2014, 06:49:44 am**

Military training via random impalement? I was wondering when it will come to it.

by: **Lolfail0009** on **April 08, 2014, 06:56:42 am**

Technically, it's blocking the force generated by the fall, and/or phasing through and sparring with Armok himself.

by: **CaptainMcClellan** on **April 08, 2014, 08:26:40 am**

Quote from: Lolfail0009 on April 08, 2014, 05:13:58 am

Quote from: peregarrett on April 08, 2014, 05:08:52 am

Quote from: Lofail0009 on April 08, 2014, 05:02:29 am
Put the poultry in a Shaft of Enlightenment.
where? ???
We don't have one? Then make one. (http://www.bay12forums.com/smf/index.php?topic=134512.0)

We have one. I turned it off when a baby failed to dodge and tried to eat a spike. I was so upset I harnessed madness to revert time a few days and turned off the death room. Also, I think we have an actual fall shaft somewhere.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **SanDiego** on **April 08, 2014, 09:19:23 am**

Babies eating a spear in ~~chamber of death~~ training room is pretty much SOP. I killed Sam Gamgee that way once.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Grombardrim** on **April 08, 2014, 11:52:21 am**

Most Dwarves consider their babies precious lives to be cherished and protected. Dwarf Fortress Dorfs consider them mouths to feed, potential soldiers and, if necessary, improvised bludgeons.
Murdermachines considers them cannon fodder.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **April 08, 2014, 02:08:13 pm**

I think you mean "silk bag fodder".

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **peregarrett** on **April 08, 2014, 02:54:55 pm**

You know what?
Chaosmaker got possessed and grabbed an adamantine wafer and voidspawn leather. And two boulders plus cut gem. Yes, this got to be a weapon. this has to be SOMETHING.

Quote from: Grombardrim on April 08, 2014, 05:47:26 am

Um. What squad is Grombardrim in, still the Void-Wraiths?

No, you're under Mad Fool's commend, in Firstborns

EDIT:
Oh. THis. Is. Brilliant!

Dwarf Fortress

Kàssárek Thocit Nozush, Quietechoes the Spikes of Vegetation, a adamantine battle axe

Basic Value: 1590000*

This is a adamantine battle axe. All craftsdwarfship is of the highest quality. This object menaces with spikes of schorl.
On the item is an image of voidspawn and dwarves in adamantine. The voidspawn are massacring the dwarves. The artwork relates to the defeat of Bodythief the Void-Wraith of The Rampart of Tours and destruction of Murdermachines the Blood-Citadel by Badafagleelis in the late summer of 257 during Kòk Olgo, "The Assaults of Threatening".
On the item is an image of Quietechoes the Spikes of Vegetation the adamantine battle axe in orthoclase.
On the item is an image of giant peregrine falcons in voidspawn leather.
On the item is an image of Lodrunbus Pricegored the voidspan thrall and 'AnimaRytak' Roadcalls the Foggy Book of Maws the dwarf in cobaltite. Lodrunbus Pricegored is making a plaintive gesture. 'AnimaRytak' Roadcalls the Foggy Book of Maws is laughing. The artwork relates to the mortal wounding of the voidspan thrall Lodrunbus Pricegored by the dwarf 'AnimaRytak' Roadcalls the Foggy Book of Maws with Cherisheddrills in Murdermachines the Blood-Citadel in the late winter of 263 during The Nineteenth Attempted Abduction at Murdermachines the Blood-Citadel.

And we've got new supply of vessels. 8 new faces, not so useless as it used to be. And Baltharaaz has named his steel hammer "Forkedgray". The name came to him while he was sleeping

Now everyone gives names to his weapons.
Scaplier named his common iron spear "The Guild of Confederating"

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **April 08, 2014, 04:25:39 pm**

Looks like we have a axe to grind.
(Ba-dum Chis!)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Grombardrim** on **April 08, 2014, 04:42:01 pm**

Can I claim that axe? Grombardrim needs a weapon fitting of his (hopefully soon-to-be) legend...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **April 08, 2014, 07:40:43 pm**

Jesus, imagine the power in that axe.
I hope my gal will name her sword something sweet.
By the way, what kind of equipment am I rocking here? Material wise?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **April 08, 2014, 08:21:15 pm**

If it isn't given to Anima, that is. He *is* on the axe.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **April 08, 2014, 11:08:40 pm**

That's one awesome axe, even with the silly name. It's worth one and a half million!
By the way, is there an advantage in having artifact crossbows? I'm trying to decide whether I should use this artifact my fort just got.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Shaggard** on **April 09, 2014, 01:50:12 am**

Quote from: peregarrett on April 08, 2014, 02:54:55 pm
You know what?
Chaosmaker got possessed and grabbed an adamantine wafer and voidspawn leather. And two boulders plus cut gem. Yes, this got to be a weapon. this has to be SOMETHING.

Quote from: Grombardrim on April 08, 2014, 05:47:26 am

Um. What squad is Grombardrim in, still the Void-Wraiths?

No, you're under Mad Fool's commend, in Firstborns

EDIT:
Oh. THis. Is. Brilliant!

Dwarf Fortress

Kàssárek Thocit Nozush, Quietechoes the Spikes of Vegetation, a adamantine battle axe

Basic Value: 1590000*

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On the item is an image of voidspawn and dwarves in adamantine. The voidspawn are massacring the dwarves. The artwork relates to the defeat of Bodythief the Void-Wraith of The Rampart of Tours and destruction of Murdermachines the Blood-Citadel by Badafagleelis in the late summer of 257 during Kòk Olgo, "The Assaults of Threatening".
On the item is an image of Quietechoes the Spikes of Vegetation the adamantine battle axe in orthoclase.
On the item is an image of giant peregrine falcons in voidspawn leather.
On the item is an image of Lodrunbus Pricegored the voidspan thrall and 'AnimaRytak' Roadcalls the Foggy Book of Maws the dwarf in cobaltite. Lodrunbus Pricegored is making a plaintive gesture. 'AnimaRytak' Roadcalls the Foggy Book of Maws is laughing. The artwork relates to the mortal wounding of the voidspan thrall Lodrunbus Pricegored by the dwarf 'AnimaRytak' Roadcalls the Foggy Book of Maws with Cherisheddrills in Murdermachines the Blood-Citadel in the late winter of 263 during The Nineteenth Attempted Abduction at Murdermachines the Blood-Citadel.

And we've got new supply of vessels. 8 new faces, not so useless as it used to be. And Baltharaaz has named his steel hammer "Forkedgray". The name came to him while he was sleeping

Now everyone gives names to his weapons.
Scaplier named his common iron spear "The Guild of Confederating"

As the names of historical massacres go, "*The Assaults of Threatening*" seems somewhat redundant.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **April 09, 2014, 06:44:42 am**

>SYSTEMS LOADED, AVATAR PURGED
>UNNECESSARY EMOTIONS DETECTED. REMOVING...
>ERROR: UNKNOWN EMOTIONS NOT REMOVED. DEEMED UNIMPORTANT
>LOCATION IDENTIFIED: MURDERMACHINES
>SPECIES IDENTIFIED: DWARF
>STAND BY
>_

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **peregarrett** on **April 09, 2014, 03:23:43 pm**

Quote from: Grombardrim on April 08, 2014, 04:42:01 pm

Can I claim that axe? Grombardrim needs a weapon fitting of his (hopefully soon-to-be) legend...

Grombardim is a speardwarf. But carries an adamantine sword for some reason.

Quote from: TheFlame52 on April 08, 2014, 08:21:15 pm

If it isn't given to Anima, that is. He *is* on the axe.

You think? He's currently holding that slade hammer, and I think it's great for him. Maybe I should give him both this axe and hammer? Will think of it.

Quote from: Dwarf4Explosives on April 08, 2014, 11:08:40 pm

That's one awesome axe, even with the silly name. It's worth one and a half million!

The name is great! It's so sharp that when you swing it cuts the air in halves and produces Quiet Echo, and after you chop enemy in pieces, the ground becomes so fertile that Vegetations grow as fast as retracted Spikes. Hence the name.

And, 19th Attempted Abduction sounds very promising.

And here comes someone to test that axe on. Or any other weapon.



Who are we sending to kill the beast?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**

Post by: **TalonisWolf** on April 09, 2014, 04:01:58 pm

Quote from: Terry, Twisted Darkness on April 09, 2014, 06:44:42 am

```
>SYSTEMS LOADED, AVATAR PURGED
>UNNECESSARY EMOTIONS DETECTED. REMOVING...
>ERROR: UNKNOWN EMOTIONS NOT REMOVED. DEEMED UNIMPORTANT
>LOCATION IDENTIFIED: MURDERMACHINES
>SPECIES IDENTIFIED: DWARF
>STAND BY
>_
```

He has arrived...

Send me to get ~~killed mercifully~~ by slay the beast!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**

Post by: **CaptainMcClellan** on April 09, 2014, 05:25:03 pm

Quote from: peregarrett on April 09, 2014, 03:23:43 pm

Quote from: Grombardim on April 08, 2014, 04:42:01 pm

Can I claim that axe? Grombardim needs a weapon fitting of his (hopefully soon-to-be) legend...

Grombardim is a speardwarf. But carries an adamantine sword for some reason.

Quote from: TheFlame52 on April 08, 2014, 08:21:15 pm

If it isn't given to Anima, that is. He *is* on the axe.

You think? He's currently holding that slade hammer, and I think it's great for him. Maybe I should give him both this axe and hammer? Will think of it.

Quote from: Dwarf4Explosives on April 08, 2014, 11:08:40 pm

That's one awesome axe, even with the silly name. It's worth one and a half million!

The name is great! It's so sharp that when you swing it cuts the air in halves and produces Quiet Echo, and after you chop enemy in pieces, the ground becomes so fertile that Vegetations grow as fast as retracted Spikes. Hence the name.

Check the uniform. If that squad's using the Peacekeeper uniform, he'll be using an addy sword. I gave them adamantine swords and silver whips.

Also, Anima should keep his hammer, because it does really well.

Finally, I love the name. Especially with Peregarrett's explanation. *I* actually want it now. (Don't give it to me though, I'm not the right person for that.)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**

Post by: **TheSaberTooth** on April 09, 2014, 08:47:40 pm

Quote from: peregarrett on April 09, 2014, 03:23:43 pm

And here comes someone to test that axe on. Or any other weapon.



Who are we sending to kill the beast?

We must be careful. Who knows if that Beast has a syndrome equal to or deadly than the beast who poisoned the egg roasts.

Send a dog or something to see what its made of.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**

Post by: **Shaggard** on April 09, 2014, 10:46:54 pm

Quote from: TheSaberTooth on April 09, 2014, 08:47:40 pm

Quote from: peregarrett on April 09, 2014, 03:23:43 pm

And here comes someone to test that axe on. Or any other weapon.



Who are we sending to kill the beast?

We must be careful. Who knows if that Beast has a syndrome equal to or deadly than the beast who poisoned the egg roasts.

Send a dog or something to see what its made of.

Fresh source of sauce, we were running out.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**

Post by: **Dwarf4Explosives** on April 09, 2014, 11:22:32 pm

Send a dog and maybe a prisoner or two if we have them. If it does have a powerful syndrome, wall the effected area off and flood it with magma so as to clean it.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**

Post by: **peregarrett** on April 10, 2014, 04:25:10 am

Quote from: TalonisWolf on April 09, 2014, 04:01:58 pm

Send me to get ~~killed mercifully~~ by slay the beast!

No, you are to care about your husband, for richer or poorer, in sickness and in health, for better or worse.

Quote from: CaptainMcClellan on April 09, 2014, 05:25:03 pm

Finally, I love the name. Especially with Peregarrett's explanation. *I* actually want it now. (Don't give it to me though, I'm not the right person for that.)

Well, who's your dorf again, BTW?

Quote from: Shaggard on April 09, 2014, 10:46:54 pm

Quote from: TheSaberTooth on April 09, 2014, 08:47:40 pm

We must be careful. Who knows if that Beast has a syndrome equal to or deadly than the beast who poisoned the egg roasts.

Fresh source of sauce, we were running out.

So, you think we shoud capture it first? Maybe, maybe. First we got EGGUANA, and here comes Iguanodont.

The beast is at the cavern where Baru is trying to destroy the artifact coffin. Will try to have them separated and capture both.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**

Post by: **Lolfail0009** on April 10, 2014, 04:37:52 am

Quote from: peregarrett on April 10, 2014, 04:25:10 am

Quote from: TalonisWolf on April 09, 2014, 04:01:58 pm

Send me to get ~~killed mercifully~~ by slay the beast!

No, you are to care about your husband, for richer or poorer, in sickness and in health, for better or worse.

I'm not sure whatever Terry might be now could be considered a husband.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **April 10, 2014, 05:23:02 am**

>LOCATION IDENTIFIED: BAY12FORUMS THREAD
>LOCAL POPULATION SCANNED
>THREATS IDENTIFIED. LISTING...

>SUBJECT NAME: CAPTAINMCCLELLAN
>>THREAT: POWERS OF ORDER AND LIGHT
>>WEAKNESSES: UNKNOWN/PENDING
>>MAXIMUM THREAT LEVEL: VERY HIGH
>>PLANNED ACTION: AVOID OR ELIMINATE

>SUBJECT NAME: CHAOSMAKER
>>THREAT: UNSTABLE POWERS OF CHAOS
>>WEAKNESSES: ORDER
>>MAXIMUM THREAT LEVEL: MEDIUM
>>PLANNED ACTION: NEUTRALISE AND CONTROL

>SUBJECT NAME: LOLFAIL0009
>>THREAT: POWERS OF DARKNESS, ABILITY TO CHANNEL CHAOS
>>WEAKNESSES: FONDNESS FOR SEVERAL ENTITIES
>>>WARNING: SUBJECT IS SUBVERTING WEAKNESS
>>MAXIMUM THREAT LEVEL: HIGH
>>PLANNED ACTION: NEUTRALISE OR ELIMINATE

>SUBJECT FORTRESS COUNTERPARTS IDENTIFIED
>CAPTAINMCCLELLAN: CAPTAINMCCLELLAN
>CHAOSMAKER: CHAOSMAKER
>LOLFAIL0009: KYH

>STAND BY
>_

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **April 10, 2014, 06:42:06 am**

Quote from: Lolfail0009 on April 10, 2014, 04:37:52 am
I'm not sure whatever Terry might be now could be considered a husband.

Quote from: Terry, Twisted Darkness on April 10, 2014, 05:23:02 am

>LOCATION IDENTIFIED: BAY12FORUMS THREAD
>LOCAL POPULATION SCANNED
>THREATS IDENTIFIED. LISTING...

>SUBJECT NAME: CAPTAINMCCLELLAN
>>THREAT: POWERS OF ORDER AND LIGHT
>>WEAKNESSES: UNKNOWN/PENDING
>>MAXIMUM THREAT LEVEL: VERY HIGH
>>PLANNED ACTION: AVOID OR ELIMINATE

>SUBJECT NAME: CHAOSMAKER
>>THREAT: UNSTABLE POWERS OF CHAOS
>>WEAKNESSES: ORDER
>>MAXIMUM THREAT LEVEL: MEDIUM
>>PLANNED ACTION: NEUTRALISE AND CONTROL

>SUBJECT NAME: LOLFAIL0009
>>THREAT: POWERS OF DARKNESS, ABILITY TO CHANNEL CHAOS
>>WEAKNESSES: FONDNESS FOR SEVERAL ENTITIES
>>>WARNING: SUBJECT IS SUBVERTING WEAKNESS
>>MAXIMUM THREAT LEVEL: HIGH
>>PLANNED ACTION: NEUTRALISE OR ELIMINATE

>SUBJECT FORTRESS COUNTERPARTS IDENTIFIED
>CAPTAINMCCLELLAN: CAPTAINMCCLELLAN
>CHAOSMAKER: CHAOSMAKER
>LOLFAIL0009: KYH

>STAND BY
>_

I REST MY CASE.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 10, 2014, 08:19:24 am**

Quote from: peregarrett on April 10, 2014, 04:25:10 am
Quote from: TalonisWolf on April 09, 2014, 04:01:58 pm
Send me to get ~~killed~~ mercifully by slay the beast!
No, you are to care about your husband, for richer or poorer, in sickness and in health, for better or worse.

Quote from: CaptainMcClellan on April 09, 2014, 05:25:03 pm
Finally, I love the name. Especially with Peregarrett's explanation. *I* actually want it now. (Don't give it to me though, I'm not the right person for that.)
Well, who's your dorf again, BTW?

There is always hope for rehabilitation, no?
My dwarf is Ringo, after me Ringo McClellan. An advantage of not being a demon is that knowing my name does nothing to help you. (Nor does it harm you, though.) And I don't have to put on airs to feed a megalomania or a fear-fed power, unlike some here.

Quote from: Lolfail0009 on April 10, 2014, 06:42:06 am
Quote from: Lolfail0009 on April 10, 2014, 04:37:52 am
I'm not sure whatever Terry might be now could be considered a husband.

Quote from: Terry, Twisted Darkness on April 10, 2014, 05:23:02 am

>LOCATION IDENTIFIED: BAY12FORUMS THREAD
>LOCAL POPULATION SCANNED
>THREATS IDENTIFIED. LISTING...

>SUBJECT NAME: CAPTAINMCCLELLAN
>>THREAT: POWERS OF ORDER AND LIGHT
>>WEAKNESSES: UNKNOWN/PENDING
>>MAXIMUM THREAT LEVEL: VERY HIGH
>>PLANNED ACTION: AVOID OR ELIMINATE

>SUBJECT NAME: CHAOSMAKER
>>THREAT: UNSTABLE POWERS OF CHAOS
>>WEAKNESSES: ORDER
>>MAXIMUM THREAT LEVEL: MEDIUM
>>PLANNED ACTION: NEUTRALISE AND CONTROL

>SUBJECT NAME: LOLFAIL0009
>>THREAT: POWERS OF DARKNESS, ABILITY TO CHANNEL CHAOS
>>WEAKNESSES: FONDNESS FOR SEVERAL ENTITIES
>>>WARNING: SUBJECT IS SUBVERTING WEAKNESS
>>MAXIMUM THREAT LEVEL: HIGH
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>SUBJECT FORTRESS COUNTERPARTS IDENTIFIED
>CAPTAINMCCLELLAN: CAPTAINMCCLELLAN
>CHAOSMAKER: CHAOSMAKER
>LOLFAIL0009: KYH

>STAND BY
>_

I REST MY CASE.

Now, now, there's no problem with a bit of analytical observation. In fact, I applaud Terry's orderly forethought. Keep going on that route and you may be fully rationalized and integrated before you know it.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **April 10, 2014, 08:25:04 am**

Quote from: CaptainMcClellan on April 10, 2014, 08:19:24 am
Now, now, there's no problem with a bit of analytical observation. In fact, I applaud Terry's orderly forethought. Keep going on that route and you may be fully rationalized and integrated before you know it.

>STUDY OF STATEMENT INDICATES EVANESCENT PRESENCE OF ORDER AND LIGHT POWER
>ANALYSIS INDICATES POWER IS BEING USED TO IDENTIFY SUBJECT AS AN EQUAL
>FURTHER ANALYSIS REQUIRED

>STAND BY
>_

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **April 10, 2014, 08:35:49 am**

Analyse THIS (<http://50.7.60.82:777/ost/advance-wars-days-of-ruin/vxsymdhifr/10-mr-bear-penny.mp3>), Terry! May your eldritch ears writhe in pain!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 10, 2014, 08:36:11 am**

Quote from: Terry, Twisted Darkness on April 10, 2014, 08:25:04 am
Quote from: CaptainMcClellan on April 10, 2014, 08:19:24 am
Now, now, there's no problem with a bit of analytical observation. In fact, I applaud Terry's orderly forethought. Keep going on that route and you may be fully rationalized and integrated before you know it.

>STUDY OF STATEMENT INDICATES EVANESCENT PRESENCE OF ORDER AND LIGHT POWER
>ANALYSIS INDICATES POWER IS BEING USED TO IDENTIFY SUBJECT AS AN EQUAL
>FURTHER ANALYSIS REQUIRED

>STAND BY
>_

All are equals until proven inferior. In some cases they are proven superior, but typically not when they tout themselves as beings of darkness, chaos, and/or evil. However, at least they are more honest than some. More dangerous are those who claim to be beings of light and peace. However, it is better to assume sincerity until proven otherwise than to be ever suspicious. You call me a threat and recommend my destruction, I at least intend to make efforts to help you and will only enact your destruction if necessary.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **April 10, 2014, 08:47:38 am**

Quote from: Lolfail0009 on April 10, 2014, 08:35:49 am
Analyse THIS (http://50.7.60.82:777/ost/advance-wars-days-of-ruin/vxsymdhifr/10-mr-bear-penny.mp3), Terry! May your eldritch ears writhe in pain!

>RESULTS: AUDIO FILE
>>METADATA:
>>>TITLE: 10 - MR. BEAR (PENNY)
>>>CREATOR: INTELLIGENT SYSTEMS
>>>DATE OF CREATION: N/A
>>>ALBUM: N/A
>CROSS-REFERENCE INDICATES ADDITIONAL DATA
>>>DATE OF CREATION: 21 JANUARY 2008
>>>ALBUM: ADVANCE WARS: DAYS OF RUIN

>ANALYSIS OF STATEMENT INDICATES INTENTION OF THREAT
>>POSSIBLE THREATS: AUDIO FILE
>>MAXIMUM THREAT LEVEL: NEGLIGIBLE

>ANALYSIS INDICATES HIGH LEVELS OF DARKNESS POWER USED IN DEFENSIVE STANCE

Quote from: CaptainMcClellan on April 10, 2014, 08:36:11 am
All are equals until proven inferior. In some cases they are proven superior, but typically not when they tout themselves as beings of darkness, chaos, and/or evil. However, at least they are more honest than some. More dangerous are those who claim to be beings of light and peace. However, it is better to assume sincerity until proven otherwise than to be ever suspicious. You call me a threat and recommend my destruction, I at least intend to make efforts to help you and will only enact your destruction if necessary.

>ANALYSIS INDICATES PHILOSOPHICAL REASONING

>ANALYSIS INDICATES THREAT
>>POSSIBLE THREAT: ELIMINATION
>>MAXIMUM THREAT LEVEL: MEDIUM

>ANALYSIS INDICATES TRUCE OFFERING

>STAND BY
>_

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **April 10, 2014, 08:53:08 am**

Damn, should've used Cruel Rose or Madman's Reign...

Quote from: Terry, Twisted Darkness on April 10, 2014, 08:47:38 am
Quote from: CaptainMcClellan on April 10, 2014, 08:36:11 am
All are equals until proven inferior. In some cases they are proven superior, but typically not when they tout themselves as beings of darkness, chaos, and/or evil. However, at least they are more honest than some. More dangerous are those who claim to be beings of light and peace. However, it is better to assume sincerity until proven otherwise than to be ever suspicious. You call me a threat and recommend my destruction, I at least intend to make efforts to help you and will only enact your destruction if necessary.

>ANALYSIS INDICATES PHILOSOPHICAL REASONING

>ANALYSIS INDICATES THREAT
>>POSSIBLE THREAT: ELIMINATION
>>MAXIMUM THREAT LEVEL: MEDIUM

>ANALYSIS INDICATES TRUCE OFFERING

>STAND BY
>_

Let's hope this means he's at least considering accepting the truce...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 10, 2014, 08:59:29 am**

>//Prompt for acceptance of aforementioned truce in previously called function.
>char[1] x;
>bool response;
>output "Y/N?";
>input x;
>alias(y,TRUE);
>alias(n,FALSE);
>if(response==TRUE){
stand-by(potential_threat=TRUE, watch_level=1,mood=amicable);
}
>if(response==FALSE){
stand-by(potential_threat=TRUE, watch_level=6,mood=reserved);
}

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **April 10, 2014, 09:08:31 am**

Quote from: Lolfail0009 on April 10, 2014, 08:53:08 am
Damn, should've used Cruel Rose or Madman's Reign...

>SUBJECT: "CRUEL ROSE"
>>POSSIBLE THREAT STATUS: LOW

>SUBJECT: "MADMAN'S REIGN"
>>POSSIBLE THREAT STATUS: NEGLIGIBLE

Quote from: CaptainMcClellan on April 10, 2014, 08:59:29 am
>//Prompt for acceptance of aforementioned truce in previously called function.
>char[1] x;
>bool response;
>output "Y/N?";
>input x;
>alias(y,TRUE);
>alias(n,FALSE);
>if(response==TRUE){
stand-by(potential_threat=TRUE, watch_level=1,mood=amicable);
}
>if(response==FALSE){
stand-by(potential_threat=TRUE, watch_level=6,mood=reserved);
}

>ANALYSIS INDICATES ATTEMPT AT COMMUNICATION THROUGH UNKNOWN PROGRAMMING LANGUAGE
>CONTEXT RESULTS IN TRANSLATION WITH 97.2243% MINIMUM ACCURACY

>ANALYSIS INDICATES TRUE HAS LOW RISK, LOW CHANCE OF COMBAT, HIGH CHANCE OF POSSIBLE GAIN
>ANALYSIS INDICATES FALSE HAS MODERATE RISK, HIGH CHANCE OF COMBAT, MODERATE CHANCE OF POSSIBLE GAIN

>VAR X = "Y"

>STAND BY
>_

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 10, 2014, 09:15:02 am**

>output: "The bargain is struck"
>pause
Press any key to continue...

One last warning: This is considered a binding contract and will be met with a triple penalty if broken by offensive acts. Do you understand and comply?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **April 10, 2014, 09:20:02 am**

>INSTALLING LANGUAGE DRIVES
>LANGUAGE DRIVES INSTALLED

... Now it is easier for us communicate... The condition and underlying threat are understood... I choose to comply...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **April 10, 2014, 09:39:57 am**

If you don't mind me asking, what was the translation for McClellan's function?


```
--Prompt for acceptance of aforementioned truce in previously called function.--|
[DEFINITIONS]
[X:INPUT:"Y":"N"]
[RESPONSE:BOOLEAN]

[SEQUENCE]
[PRINT:"Y/N?"]
[USER:X]
["Y":DEFINE:TRUE]
["N":DEFINE:FALSE]
[IF:RESPONSE:TRUE:STANDBY[[
[POTENTIAL_THREAT=TRUE,WATCH_LEVEL=1,MOOD="AMICABLE"]
]]:FALSE:STANDBY[[
[POTENTIAL_THREAT=TRUE,WATCH_LEVEL=6,MOOD="RESERVED"]
]]]
]]]
```

```
Quote from: Terry, Twisted Darkness on April 10, 2014, 09:08:31 am
>ANALYSIS INDICATES ATTEMPT AT COMMUNICATION THROUGH UNKNOWN PROGRAMMING LANGUAGE
```

```
Quote from: Lolfail0009 on April 10, 2014, 09:39:57 am
If you don't mind me asking, what was the translation for McClellan's function?
```

It's mostly C++, with some custom aliases and constructs to simplify display/input, but it's pretty much exactly what it says on the tin. A simple yes or no question. I slipped up once or twice and used TI's modified BASIC that is bundled with their calculators. The exact workings of personal functions called is to be kept secret for sake of strategy. While it is safe to reveal much, a slight amount is to be kept to one's self.

C++? Hmm, I thought that language is a bit more long-winded.
Whereas Terry's language seems to be a variation on DF RAWs, which is awesome.

```
Quote from: Lolfail0009 on April 10, 2014, 10:02:13 am
C++? Hmm, I thought that language is a bit more long-winded.

Whereas Terry's language seems to be a variation on DF RAWs, which is awesome.

Nope, C++ can be very, VERY laconic. For example McClellan's code can be transformed and upgraded into something like:
Code: [Select]
int stand_by(bool potential_threat, int watch_level,char* mood);

while(true){
char c; cin >> c;
switch(c){
case 'y': return stand_by(TRUE, 1,"amicable");
case 'n': return stand_by(TRUE, 6,"reserved");
// and do not accept any other reply!
}
}
```

```
Quote from: Lolfail0009 on April 10, 2014, 10:02:13 am
C++? Hmm, I thought that language is a bit more long-winded.

Whereas Terry's language seems to be a variation on DF RAWs, which is awesome.
```

It is, hence the aliases. It has a feature, though it's four-times as contrived as it might be, to "alias" commands to a certain name. Even though I have no idea how to use it [correctly], once it's done and added to the header of a program it can be used to expedite work so much.

For example instead of having to write "cout <<" I can just put "output". We're just assuming I aliased it to easier to understand names. I could've made it even simpler in theory, but in reality it would've made things harder. For example "out" is a separate command that has its own special rules and thus cannot be used as an alias. I *think* "output" is safe. It's surprisingly not that bad a programming language if you bother to learn it. Everyone prefers stuff like Python and Ruby, because it's basically already been aliased and contracted. The single most unwieldy thing about C and C++ is its handling of strings. It doesn't store them as strings. By default it stores them as a matrix of character symbols. That wouldn't be so bad, except the size of said matrix has to be predefined as C++ deals directly with individual bits on RAM and cache memory. (That's what makes it so handy for writing viruses. Or at least it did back before OS'es came coded with protections about "unauthorized memory access". It can be circumvented, but it's much easier to just use another language to do the same thing in different ways.)

```
Quote from: peregarrrett on April 10, 2014, 10:14:09 am
Quote from: Lolfail0009 on April 10, 2014, 10:02:13 am
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switch(c){
case 'y': return stand_by(TRUE, 1,"amicable");
case 'n': return stand_by(TRUE, 6,"reserved");
// and do not accept any other reply!
}
}
```

Right, right. I forgot about that thing! Yea, he's better at it than I. So, rephrase... it can be stored as an undefined character matrix, I just don't know how. (It has to do with using pointers to define the matrix retroactively... I think?)

EDIT: I'm still bad at coding and have this very interesting habit of melding 3+ programming languages in a single program. Typically it's C, C++, and TI's BASIC. Occasionally, I set up a system to use "Python-like" code in C++. The reason? Because I honestly don't know any of them exceptionally well, and I know how to do somethings in one and some in another. It makes a very difficult to follow/reverse-engineer program that nonetheless does what I want to. Just maybe not the most efficiently or with the least effort.

EDIT EDIT: I wish I had thought to use a switch. >.< I'm still new to that and forget that I can use it.

All you guys and your fancy coding languages...
I can make a console for my computer using nothing but Basic. Hooray for Visual Basic!

I do remember trying to nest an array inside another class subtype... That didn't work, which flummoxed my Software Development teacher. By rights, it should have.

```
EDIT: Here's the class structure code:
Code: [Select]
Structure _Timetable
    Dim Day As String
    Dim EightAM As _Class
    Dim TenAM As _Class
    Dim TwelveNoon As _Class
    Dim FourPM As _Class
    Dim SixPM As _Class
    Dim EightPM As _Class
End Structure

Structure _Class
    Dim Name As String
    Dim ID As String
    Dim MaxStudents As Integer
    Dim StudentNumber As Integer
End Structure
```

```
And the perpetrating arrays:
Code: [Select]
Public anyClassArray(0 To 8) As _Class
Public anyTimetableArray(0 To 6) As _Timetable
```

It couldn't read any of the _Class subtypes.
That was incredibly fun, for a school assignment.

```
Quote from: Lolfail0009 on April 10, 2014, 10:24:24 am
All you guys and your fancy coding languages...
I can make a console for my computer using nothing but Basic. Hooray for Visual Basic!

I do remember trying to nest an array inside another class subtype... That didn't work, which flummoxed my Software Development teacher. By rights, it should have.
```

Ppft. Visual Basic and it's Microsoftness. Screw that! I would rather use a batch script than Visual Basic. (Trust me, it's a nightmare to figure out how to make a robust command-line program with batch alone.)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **April 10, 2014, 10:29:31 am**

Am I the only one reading Terry's text as if it were coming from one of those old monotonous, droning GPS devices?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 10, 2014, 10:33:09 am**

Well, my GPS frequently sounds like GLaDOS. or Yoda, so no. (It would make driving a challenge, if I were capable of driving in the first place. I set it to default or German when actually needing to get somewhere.) Nonetheless...

>RECALCULATING... Turn Left at the river of lava.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **peregarrett** on **April 10, 2014, 10:33:53 am**

Quote from: Lolfail0009 on April 10, 2014, 10:24:24 am

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Visual Basic? thats' that language where you can have three different keywords for empty variable - Null, Nothing and Empty? and where you should use paretnthesis when calling a function, but should not - when calling a procedure? and a few other funny tricks. Right, VB is great! :D most chaotic language that I know.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **April 10, 2014, 10:34:29 am**

Quote from: Dwarf4Explosives on April 10, 2014, 10:29:31 am

Am I the only one reading Terry's text as if it were coming from one of those old monotonous, droning GPS devices?

Personally, I mentally read the ">ANALYSIS INDICATES FUCK YOU" type text in HAL9000's voice. The other text I read in the voice of Double, from Skullgirls.

Quote from: peregarrett on April 10, 2014, 10:33:53 am

Quote from: Lolfail0009 on April 10, 2014, 10:24:24 am

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Indeed. It's glorious.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **April 10, 2014, 10:35:29 am**

That's not the modify button!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 10, 2014, 10:35:44 am**

Quote from: peregarrett on April 10, 2014, 10:33:53 am

Quote from: Lolfail0009 on April 10, 2014, 10:24:24 am

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Spoiler (click to show/hide)



Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **April 10, 2014, 10:39:41 am**

Quote from: CaptainMcClellan on April 10, 2014, 10:35:44 am

Quote from: peregarrett on April 10, 2014, 10:33:53 am

Quote from: Lolfail0009 on April 10, 2014, 10:24:24 am

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Spoiler (click to show/hide)



Pffftttt.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 10, 2014, 10:41:24 am**

Quote from: Lolfail0009 on April 10, 2014, 10:39:41 am

Quote from: CaptainMcClellan on April 10, 2014, 10:35:44 am

Quote from: peregarrett on April 10, 2014, 10:33:53 am

Quote from: Lolfail0009 on April 10, 2014, 10:24:24 am

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[Spoiler \(click to show/hide\)](#)



Pffftttt.

Resisting urge to break my signature addition limit...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **April 10, 2014, 10:43:41 am**

Quote from: CaptainMcClellan on April 10, 2014, 10:41:24 am

Quote from: Lolfail0009 on April 10, 2014, 10:39:41 am

Quote from: CaptainMcClellan on April 10, 2014, 10:35:44 am

Quote from: peregarrett on April 10, 2014, 10:33:53 am

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Right, VB is great! :D most chaotic language that I know.

[Spoiler](#) (click to show/hide)



Pfffffft.

Resisting urge to break my signature addition limit...

Don't resist, that urge is how you know you spend at least barely enough time on these forums.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **April 10, 2014, 11:20:52 am**

All of these languages seem so... disorganised.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 10, 2014, 11:24:05 am**

Quote from: Terry, Twisted Darkness on April 10, 2014, 11:20:52 am

All of these languages seem so... disorganised.

As compared to what? The source code of the universe? One sentence of grammatical syntax in eldritch? Backwards Cantonese squared?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **April 10, 2014, 11:28:12 am**

Quote from: CaptainMcClellan on April 10, 2014, 11:24:05 am

Quote from: Terry, Twisted Darkness on April 10, 2014, 11:20:52 am

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There's no [CONTAINMENT].

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **April 10, 2014, 11:30:16 am**

Quote from: Terry, Twisted Darkness on April 10, 2014, 11:28:12 am

Quote from: CaptainMcClellan on April 10, 2014, 11:24:05 am

Quote from: Terry, Twisted Darkness on April 10, 2014, 11:20:52 am

All of these languages seem so... disorganised.

As compared to what? The source code of the universe? One sentence of grammatical syntax in eldritch? Backwards Cantonese squared?

There's no [CONTAINMENT].

L'Unowheba... That's just being pedantic and you know it.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 10, 2014, 11:30:32 am**

Quote from: Terry, Twisted Darkness on April 10, 2014, 11:28:12 am

Quote from: CaptainMcClellan on April 10, 2014, 11:24:05 am

Quote from: Terry, Twisted Darkness on April 10, 2014, 11:20:52 am

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There's no [CONTAINMENT].

Containment is implied or done via divers means. Typically {}. Also, this is why escapement is so vital in many cases. Try adding return; to your functions. Of course there may be additional arguments needed to return depending on the sort of function invoked in the first place.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **April 10, 2014, 11:35:17 am**

Quote from: CaptainMcClellan on April 10, 2014, 11:30:32 am

Quote from: Terry, Twisted Darkness on April 10, 2014, 11:28:12 am

Quote from: CaptainMcClellan on April 10, 2014, 11:24:05 am

Quote from: Terry, Twisted Darkness on April 10, 2014, 11:20:52 am

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Containment is implied or done via divers means. Typically {}. Also, this is why escapement is so vital in many cases. Try adding return; to your functions. Of course there may be additional arguments needed to return depending on the sort of function invoked in the first place.

Even so, particularly in this:

Quote from: Lolfail0009 on April 10, 2014, 10:24:24 am

EDIT: Here's the class structure code:

Code: [\[Select\]](#)

```
Structure _Timetable
    Dim Day As String
    Dim EightAM As _Class
    Dim TenAM As _Class
    Dim TwelveNoon As _Class
    Dim FourPM As _Class
    Dim SixPM As _Class
    Dim EightPM As _Class
End Structure
```

```
Structure _Class
```

Dim Name As String
Dim ID As String
Dim MaxStudents As Integer
Dim StudentNumber As Integer
End Structure

And the perpetrating arrays:
Code:

Select

Public anyClassArray(0 To 8) As _Class
Public anyTimetableArray(0 To 6) As _Timetable

The lack of containment would lead to quanta interacting between the code lines, causing decoherence in the program.
Of course, your computers run off of classical [3,1] dimensional physics, so things will be different.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **April 10, 2014, 11:38:33 am**

Quote from: Terry, Twisted Darkness on April 10, 2014, 11:35:17 am

-snip-

Even so, particularly in this:

Quote from: Lolfail0009 on April 10, 2014, 10:24:24 am

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Select

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Of course, your computers run off of classical [3,1] dimensional physics, so things will be different.

...How do individual lines interact simultaneously...

Dreams will provide an answer. Night all.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 10, 2014, 12:01:27 pm**

Quote from: Terry, Twisted Darkness on April 10, 2014, 11:35:17 am

The lack of containment would lead to quanta interacting between the code lines, causing decoherence in the program.
Of course, your computers run off of classical [3,1] dimensional physics, so things will be different.

Mm. and what dimensional physics do your computers run off?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **April 10, 2014, 12:09:22 pm**

Anywhere between [43,3] and [63,8].

I have eight adapters to get access to these forums.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 10, 2014, 12:10:29 pm**

I've found a method to best explain Terry's appearance if anyone's interested.

Go to this website (https://dan-ball.jp/en/javagame/dust/) and paste the content of this spoiler in the Save game textbox. Click set, and "watch".
Spoiler (click to show/hide)
10300000S000000000100*02102*01*03*06*05*01w00q00004000v00u01u0B*0200Du0F00Cv0E10E00Ku0J*0Hv0Lu0G*0Bv0Q00N10M*0Pu0O*0Su0X00I10V*0Y10b00au0R00e00Uu0fv0T*0W10dv0j*0cu0iu0Zv0m00g*0ku0o10lu0pu0

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 10, 2014, 12:11:25 pm**

Quote from: Terry, Twisted Darkness on April 10, 2014, 12:09:22 pm

Anywhere between [43,3] and [63,8].

I have eight adapters to get access to these forums.

Why? Such computers could easily be programmed to function in a "mere" 3 dimensions with use of a single simple adapter.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **April 10, 2014, 12:13:52 pm**

Spatial dimensions are fine. Temporal dimensions require additive and divisive adapters.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 10, 2014, 12:14:34 pm**

Quote from: Terry, Twisted Darkness on April 10, 2014, 12:13:52 pm

Spatial dimensions are fine. Temporal dimensions require additive and divisive adapters.

Ah, true. I had forgotten that. So, future or past?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **April 10, 2014, 12:19:36 pm**

Quote from: CaptainMcClellan on April 10, 2014, 12:14:34 pm

Quote from: Terry, Twisted Darkness on April 10, 2014, 12:13:52 pm

Spatial dimensions are fine. Temporal dimensions require additive and divisive adapters.

Ah, true. I had forgotten that. So, future or past?

Relative present. The temporal relation is best explained by a T=sine(cosine(x^t)) graph, where T is my current time, t is yours and x is monitored by my adapters and is fluctuous.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 10, 2014, 12:21:36 pm**

Quote from: Terry, Twisted Darkness on April 10, 2014, 12:19:36 pm

Quote from: CaptainMcClellan on April 10, 2014, 12:14:34 pm

Quote from: Terry, Twisted Darkness on April 10, 2014, 12:13:52 pm

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Ah, true. I had forgotten that. So, future or past?

Relative present. The temporal relation is best explained by a T=sine(cosine(x^t)) graph, where T is my current time, t is yours and x is monitored by my adapters and is fluctuous.

In radians, degrees, or some other measure?

Also, who's running the fort right now?

EDIT: Also, our time influences the number of dimensions your universe experiences or is our time a relative constant? (I think you have your x and t backwards.)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **April 10, 2014, 12:30:14 pm**

Quote from: CaptainMcClellan on April 10, 2014, 12:21:36 pm

EDIT: Also, our time influences the number of dimensions your universe experiences or is our time a relative constant? (I think you have your x and t backwards.)

x and t are in the correct positions. Keep in mind that I cut over sixty dimensions off of that equation.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 10, 2014, 12:35:01 pm**

Quote from: Terry, Twisted Darkness on April 10, 2014, 12:30:14 pm

Quote from: CaptainMcClellan on April 10, 2014, 12:21:36 pm

EDIT: Also, our time influences the number of dimensions your universes experiences or is our time a relative constant? (I think you have your x and t backwards.)

x and t are in the correct positions. Keep in mind that I cut over sixty dimensions off of that equation.

My calculator determines that your sense of time has three states. Meaning that it would be a matter of terniary logic, except that 1 and -1 are equal so it's really only binary as it's either 0 or 1. That makes it seem like your time itself could then be used for calculations. However, I don't have a sufficiently robust knowledge of physics and you never answer if it was radians or degrees.

EDIT: Not to mention the other assumptions involved, such as only working with whole numbers. However the principle would be the same for the thing I'm meaning.

EDIT EDIT: For all values *between* -1 to 1 at 12:37PM Y approximately equals .84147098, for the *exact* values of 1 *and* -1 the value of y is approximately .51439526

EDIT EDIT EDIT: How is this used as a comprehensible time measurement at all?

EDIT EDIT EDIT EDIT: Mmm... Let me try to run this through a function that puts the dimensions in terms of x rather than t so that t can be used as a relative constant. Well no, I don't need to program, I could probably do that by hand.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Grombardrim** on **April 10, 2014, 01:56:05 pm**

sigh You people and your alphanumeric codes. It is so much simpler to simply program in machine-language.

Admittedly, the debugging takes a little longer, and it's easy to get lost in the strings of 1s and 0s, but still.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **April 10, 2014, 02:11:36 pm**

McClellan, I put my power and that of my master behind you. Light beings must stick together.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 10, 2014, 02:14:04 pm**

Quote from: TheFlame52 on April 10, 2014, 02:11:36 pm
McClellan, I put my power and that of my master behind you. Light beings must stick together.

That all depends, who is your master?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **April 10, 2014, 02:46:08 pm**

Quote from: CaptainMcClellan on April 10, 2014, 02:14:04 pm
Quote from: TheFlame52 on April 10, 2014, 02:11:36 pm
McClellan, I put my power and that of my master behind you. Light beings must stick together.
That all depends, who is your master?

Satan.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 10, 2014, 02:47:42 pm**

Quote from: TheFlame52 on April 10, 2014, 02:46:08 pm
Quote from: CaptainMcClellan on April 10, 2014, 02:14:04 pm
Quote from: TheFlame52 on April 10, 2014, 02:11:36 pm
McClellan, I put my power and that of my master behind you. Light beings must stick together.
That all depends, who is your master?

Satan.

Thought so. 'Fraid I can't help you then.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **April 10, 2014, 02:49:23 pm**

Quote from: CaptainMcClellan on April 10, 2014, 02:47:42 pm
Quote from: TheFlame52 on April 10, 2014, 02:46:08 pm
Quote from: CaptainMcClellan on April 10, 2014, 02:14:04 pm
Quote from: TheFlame52 on April 10, 2014, 02:11:36 pm
McClellan, I put my power and that of my master behind you. Light beings must stick together.
That all depends, who is your master?

Satan.

Thought so. 'Fraid I can't help you then.

Very well then.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Grombardrim** on **April 10, 2014, 03:40:27 pm**

I would pretend that I'm a being of light and order, but I think we all know that's bullshit. I am a being of arrogance and sarcastic wit. If you want that to help you, let me know. If not, I'll just go ahead and carry this solo ;P

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **April 10, 2014, 03:54:14 pm**

Were would Amarok be on this scale of Light vs. Dark?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **April 10, 2014, 04:06:53 pm**

You know what's also of light and order? A laser.

Talonis, if you meant Armok: He's the guy behind the TV eating popcorn and changing the channel when he gets bored.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **peregarrett** on **April 10, 2014, 04:09:49 pm**

Oh, you guys are crazy here. Doing that right, must say!
Meanwhile, I'm drunk and spent the night in a most dwarfy way, I think. Drinking and dancing jigs (or somethin like) with a mug of beer in my hand. Can you do that? I can!

So, back to the fortress.
Who of you guys designated the kind-of-lilly thing with two smileys and "bon tiemps"? that's nice!

I've designated shafts for axles to transmit power from Battery to pump stack taht is to fill the Buttocks-Arena moat with magma. Also it pours some magma into cavern lake to cast obsidian and give us the way to dig all pieces of adamantine without flooding.

Dortimus have thrown away the adamantine sword and now carries masterwork copper spear. Maybe I should make a few more steel spears?
trying to invent a way to drop a puppy onto that igianodont.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **April 10, 2014, 04:12:13 pm**

Nope, meant This guy. ([http://en.wikipedia.org/wiki/Amarok_\(wolf\)](http://en.wikipedia.org/wiki/Amarok_(wolf)))

Ninja'd: Your lack of sobriety shows in your spelling. :P

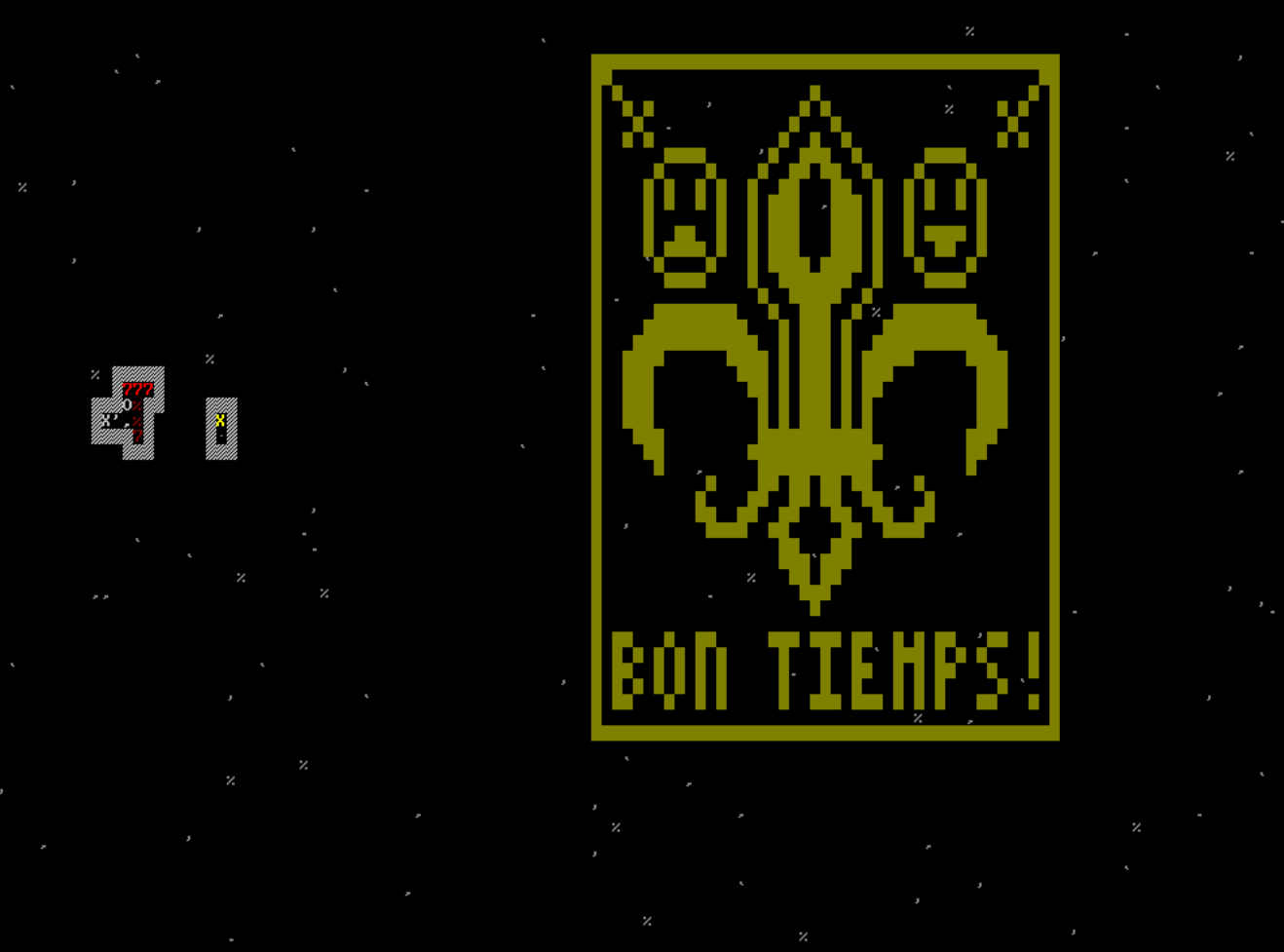
'Kind of Lilly'?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **peregarrett** on **April 10, 2014, 04:26:25 pm**

Quote from: TalonisWolf on April 10, 2014, 04:12:13 pm
Ninja'd: Your lack of sobriety shows in your spelling. :P
'Kind of Lilly'?

that's not lack of sobriety, that's "cutting unneseasary words and leters".... oh. maybe it is.

This heraldic lilly:



Oh, just great. Peregarrette was killed by boulder that fell at the shaft she was digging, because someone dug a channel far far above.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **April 10, 2014, 06:08:40 pm**

...that was well played, whoever did that.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **April 10, 2014, 06:39:19 pm**

The dwarfing list in the OP is reeeeeeeally outdated.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 10, 2014, 07:25:26 pm**

[Quote from: peregarrett on April 10, 2014, 04:09:49 pm](#)
Oh, you guys are crazy here. Doing that right, must say!
So, back to the fortress.
Who of you guys designated the kind-of-lilly thing with two smileys and "bon tiemps"? that's nice!

Me! :D

EDIT: It's called a fleur de lis, which just means "lily flower" in French. It is in honour of my French and Louisianian heritage, being the official flower of the French royalty and on many of their flags. "Bon tiemps" means "good times". :3 (And of course, dwarves with the traditional tragedy/comedy masks to tie it in with MurderMachines.)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **April 10, 2014, 07:55:10 pm**

[Quote from: TheFlame52 on April 10, 2014, 06:39:19 pm](#)
The dwarfing list in the OP is reeeeeeeally outdated.

there's two tabs; are you on the right one?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **April 10, 2014, 08:07:44 pm**

What... is going on? All I've seen for like 2 pages were coding languages and Terry.

THIS MAKES MY BRAIN HURT.

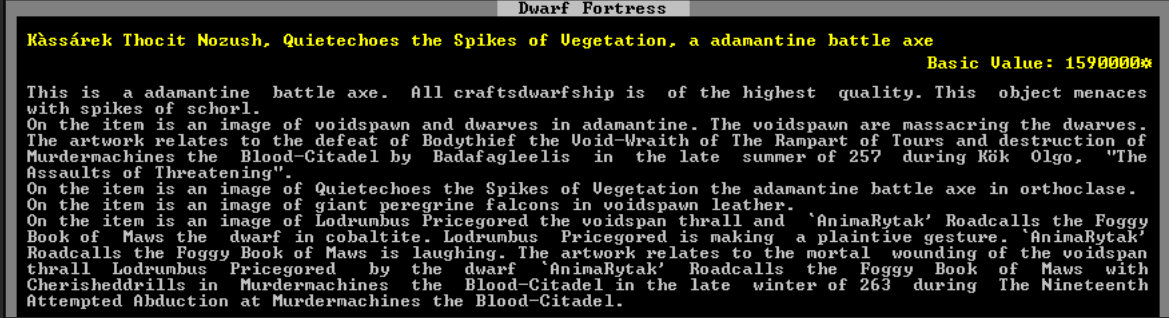
Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **April 10, 2014, 09:17:38 pm**

[Quote from: peregarrett on April 08, 2014, 02:54:55 pm](#)
You know what?
Chaosmaker got posessed and grabbed an adamantine wafer and voidspawn leather. And two boulders plus cut gem. Yes, this got to be a weapon. this has to be SOMETHING.

[Quote from: Grombardrim on April 08, 2014, 05:47:26 am](#)
Um. What squad is Grombardrim in, still the Void-Wraiths?

No, you're under Mad Fool's commend, in Firstborns

EDIT:
Oh. This. Is. Brilliant!



And we've got new supply of vessels. 8 new faces, not so useless as it used to be. And Baltharaaz has named his steel hammer "Forkedgray". The name came to him while he was sleeping

Now everyone gives names to his weapons.
Scaplier named his common iron spear "The Guild of Confederating"

FUCK YEAH!!!! ALL HAIL CHAOS!!! MY MIGHTY AXCE SHALL SPLIT THE WORLD IN TWAIN!!!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **April 10, 2014, 09:36:11 pm**

i apolojize for my outbust, not for the chaos that happened earlier, for that has increased my powers tenfold, soon...my beloved murdermachines....soon....

in other notes: we at murdermachines now have a weapon that surpasses that of the creature known as holistic spawn (the original creature) whos armour could be rent by this Axe of Chaos. Shame i possessed my host for awhile, was hoping for it to gain the skill required to make more such weapons but that is a fact of chaos itself, alwasy waring with ones self in an effort to subjegate all known creatures. Still the chaos that was in the order of your language with the void-being of madness pleased me Captain, for despite your effors my calls for the little beasty has come!@ (after all every good weapon needs to be bloodied with he flesh and blood of our foes!)

I suggest you either put me in my own squad with the axe and let me rip the creature to shreds....after some trainning in a death-room in full steel or adamantine armour. along with a backpack and a flask to carry my drink and food so i wont have to return to the stockpile for a month or two!

and if everything goes well...this axe shall be the bane of all non-dwarves/voidwraiths/warp-spawn in the fort!!! unfortunete for the rest of the spirits here...im not so merciful...unless you manage to get me into a dealing mood...in which point pray its a good mutation or something.

later guys and good luck with the fort!

maybe...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **April 11, 2014, 03:02:17 pm**

Murdermachines the Blood-Citadel"? I wasn't aware of that last bit... Terry, you're trespassing in Armok's Domain. How could yo-

Right, Terry is mental. Nevermind, continue.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **SanDiego** on **April 11, 2014, 05:14:53 pm**

So, I went through the last few pages and I can't decide whether I'm too drunk or too sober to comprehend it.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **gunpowdertea** on **April 11, 2014, 05:47:30 pm**

Hard to tell. I tried in the office this morning (sober) and now (a bit non-sober after a couple of tall G&Ts for grown-ups, not the weak stuff they serve in cocktail places, the emphasis being more on the G than the T)...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **April 11, 2014, 05:56:14 pm**

It makes perfect sense, in an insane way.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 11, 2014, 06:32:18 pm**

Well I'm the voice of reason, sanity, logic, and order here. So weep when you realize how crazy that means everyone else is.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **April 11, 2014, 06:35:30 pm**

Quote from: CaptainMcClellan on April 11, 2014, 06:32:18 pm
Well I'm the voice of reason, sanity, logic, and order here. So weep when you realize how crazy that means everyone else is.

We're not crazy. Our perception of normal is just different to yours.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 11, 2014, 06:37:56 pm**

Quote from: Lolfail0009 on April 11, 2014, 06:35:30 pm
Quote from: CaptainMcClellan on April 11, 2014, 06:32:18 pm
Well I'm the voice of reason, sanity, logic, and order here. So weep when you realize how crazy that means everyone else is.

We're not crazy. Our perception of normal is just different to yours.

And mine is already so far from normal...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **April 11, 2014, 06:44:55 pm**

Quote from: CaptainMcClellan on April 11, 2014, 06:37:56 pm
Quote from: Lolfail0009 on April 11, 2014, 06:35:30 pm
Quote from: CaptainMcClellan on April 11, 2014, 06:32:18 pm
Well I'm the voice of reason, sanity, logic, and order here. So weep when you realize how crazy that means everyone else is.

We're not crazy. Our perception of normal is just different to yours.

And mine is already so far from normal...

Hahaha... Define "normal"!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 11, 2014, 06:45:57 pm**

Quote from: Lolfail0009 on April 11, 2014, 06:44:55 pm
Quote from: CaptainMcClellan on April 11, 2014, 06:37:56 pm
Quote from: Lolfail0009 on April 11, 2014, 06:35:30 pm
Quote from: CaptainMcClellan on April 11, 2014, 06:32:18 pm
Well I'm the voice of reason, sanity, logic, and order here. So weep when you realize how crazy that means everyone else is.

We're not crazy. Our perception of normal is just different to yours.

And mine is already so far from normal...

Hahaha... Define "normal"!
Which definition?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **LegendLost** on **April 12, 2014, 07:06:56 am**

Added myself to the Dorfinator, I'd also like to have a turn as overseer, please

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **April 12, 2014, 07:55:03 am**

A newcomer! Welcome!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **LegendLost** on **April 12, 2014, 07:58:26 am**

Quote from: Lolfail0009 on April 12, 2014, 07:55:03 am
A newcomer! Welcome!
Here's hoping I don't kill the fort off.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **April 12, 2014, 08:00:26 am**

The only thing that could kill this fort off now are either the egg roasts or purposeful sabotage.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **LegendLost** on **April 12, 2014, 08:02:18 am**

Quote from: TheFlame52 on April 12, 2014, 08:00:26 am
The only thing that could kill this fort off now are either the egg roasts or purposeful sabotage.
I am unbelievably incompetent ~~sometimes~~

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **April 12, 2014, 08:08:38 am**

Quote from: LegendLost on April 12, 2014, 08:02:18 am
Quote from: TheFlame52 on April 12, 2014, 08:00:26 am
The only thing that could kill this fort off now are either the egg roasts or purposeful sabotage.
I am unbelievably incompetent ~~sometimes~~
Just don't unforbid any forbidden egg roasts and you'll be fine.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **peregarrett** on **April 12, 2014, 08:17:19 am**

Quote from: LegendLost on April 12, 2014, 08:02:18 am
Quote from: TheFlame52 on April 12, 2014, 08:00:26 am
The only thing that could kill this fort off now are either the egg roasts or purposeful sabotage.
I am unbelievably incompetent ~~sometimes~~
Oh, I think I know who's going to fight the beast...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **LegendLost** on **April 12, 2014, 08:53:13 am**

Quote from: peregarrett on April 12, 2014, 08:17:19 am
Quote from: LegendLost on April 12, 2014, 08:02:18 am
Quote from: TheFlame52 on April 12, 2014, 08:00:26 am
The only thing that could kill this fort off now are either the egg roasts or purposeful sabotage.
I am unbelievably incompetent ~~sometimes~~
Oh, I think I know who's going to fight the beast...
Whelp, I'm dead

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **peregarrett** on **April 12, 2014, 09:08:34 am**

Death isn't an excuse here! If you're dead - regroup, come back and go on with your job!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **April 12, 2014, 10:04:55 am**

Quote from: peregarrett on April 12, 2014, 09:08:34 am
Death isn't an excuse here! If you're dead - regroup, come back and go on with your job!
By far, that is the truest thing of murdermachines.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **LegendLost** on **April 12, 2014, 12:29:53 pm**

Quote from: peregarrett on April 12, 2014, 09:08:34 am
Death isn't an excuse here! If you're dead - regroup, come back and go on with your job!
May I sig?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **peregarrett** on **April 12, 2014, 01:36:28 pm**

Quote from: LegendLost on April 12, 2014, 12:29:53 pm
Quote from: peregarrett on April 12, 2014, 09:08:34 am
Death isn't an excuse here! If you're dead - regroup, come back and go on with your job!
May I sig?
NO! 8)

Joking, of course. I always wonder why people ask permission to SIG.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Grombardrim** on **April 12, 2014, 03:42:18 pm**

Maybe they think we will be ashamed by having our Dorfiness put on display for other Dorf-lovers?
Eh. The human mind works in strange ways. How else could we have created Terry?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **April 12, 2014, 05:14:16 pm**

Quote from: Grombardrim on April 12, 2014, 03:42:18 pm
Maybe they think we will be ashamed by having our Dorfiness put on display for other Dorf-lovers?
Eh. The human mind works in strange ways. How else could we have created Terry?

did you just really ask that question?
and who the heck let the newbie into the void around the fort anyway?
anyway in the next few days ill be able to finally do my turn, this time with no interruptions!!!
also death isn't an excuse, its considered "nap-time" for this fort. you die, you come back, and do your damn job until you go to sleep again!!!
also by this time I think a invasion fort of void spawn equipped with steel weapons and armor could do the fort in if someone doesn't close the gates. (Hint Hint) or at least beefs the defenses up to the point where we got crossbow dwarves wandering the upper walls of the fort in a patrol mode (Bigger Hint) or tie down the extra male ducks (the ones who don't have good stats) around the perimeter of the fort and if one dies, then we know we got a ambush/siege on the way!
also anyone think its a good idea to make a shaft from the surface down to the adamantine and let the clowns out in the event of a siege? that way the clowns and the guests can argue who's going to kill us all while we sit back laughing our dwarfy asses off watch the limbs, blood, guts, and bones/carapace fly around!
after all isn't it death gates motto to let the guests kill each other for dying rights to our dwarfy blades?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 12, 2014, 05:27:43 pm**

Quote from: peregarrett on April 12, 2014, 01:36:28 pm
Quote from: LegendLost on April 12, 2014, 12:29:53 pm
Quote from: peregarrett on April 12, 2014, 09:08:34 am
Death isn't an excuse here! If you're dead - regroup, come back and go on with your job!
May I sig?
NO! 8)
Joking, of course. I always wonder why people ask permission to SIG.

Some people have this thing where they think every word they say or type is pure gold and that anyone who copies it in anyway should be sliced open and lynched as Copyright breakers, communists, and Republicans. (Or Democrats, if the person in question is a conservative asshole instead of a liberal one.) We internet people have grown accustomed to fearing these people because they have lawyers and are tightened sphincters who will sue you for *thinking* anything bad about them. Basically, they think they are gods. Naturally, we all secretly want them to be fed to Baru, but y'know... we play along. Because they're rich and we're poor.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **April 12, 2014, 05:45:25 pm**

Quote from: ChaosMaker on April 12, 2014, 05:14:16 pm
also anyone think its a good idea to make a shaft from the surface down to the adamantine and let the clowns out in the event of a siege? that way the clowns and the guests can argue who's going to kill us all while we sit back laughing our dwarfy asses off watch the limbs, blood, guts, and bones/carapace fly around![/shadow][[/color]
after all isn't it death gates motto to let the guests kill each other for dying rights to our dwarfy blades?
That'd just result in thrall'd clowns, who would then proceed to murder the ~~hell~~ heck heckhell out of the remaining Voidspawn.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Grombardrim** on **April 12, 2014, 06:35:28 pm**

McClellan, that deserves to be sig'd ^_^
I'm just too lazy to bother doing so :P

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 12, 2014, 06:42:08 pm**

Quote from: Grombardrim on April 12, 2014, 06:35:28 pm
McClellan, that deserves to be sig'd ^_^
I'm just too lazy to bother doing so :P

CaptainMcClellan has made "Truthsyrup", an Gabbro Artifact Rant. CaptainMcClellan has achieved Legendary in "Sensible Ranting". CaptainMcClellan receives superpowers. CaptainMcClellan. Peace out. * flings to the side like half of all Youtubers in their outro *

Spoiler (click to show/hide)
Anyone want me to make a parody description for Truthsyrup?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **April 12, 2014, 10:22:36 pm**

This is a gabbro rant. All craftsdwarfship is of the highest quality. It is adorned with hanging bands of gold and menaces with spikes of politics.
On the rant there is an image of polititians in slate. The politicians are bitching. The artwork relates to the ascencion of Barack Obama to the position of President of the Uniting Freedom-States of Oil.

Spoiler (click to show/hide)
I tried 😊

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 12, 2014, 10:25:32 pm**

Quote from: Lolfail0009 on April 12, 2014, 10:22:36 pm
This is a gabbro rant. All craftsdwarfship is of the highest quality. It is adorned with hanging bands of gold and menaces with spikes of politics.
On the rant there is an image of polititians in slate. The politicians are bitching. The artwork relates to the ascencion of Barack Obama to the position of President of the Uniting Freedom-States of Oil.

Spoiler (click to show/hide)
I tried 😊

:D * claps * Excellent. Truly, excellent. I can't wait until the publishing of the MurderMachines e-book just so this can be immortalized in e-book form.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **peregarrett** on **April 14, 2014, 04:45:04 am**

Sorry for delaying Murdermachine's progress, I have a little time to play - about a hour or two every day. Will try to push it forward tonight and tomorrow.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **April 14, 2014, 04:49:18 am**

Quote from: peregarrett on April 14, 2014, 04:45:04 am
Sorry for delaying Murdermachine's progress, I have a little time to play - about a hour or two every day. Will try to push it forward tonight and tomorrow.

Not a problem; just play through it bit by bit, we're not going anywhere.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **SanDiego** on **April 14, 2014, 09:04:30 am**

More like veering crazily off topic.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **April 14, 2014, 09:09:53 am**

Fine.
We're not going anywhere *relevant*.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 14, 2014, 09:15:20 am**

Quote from: Lolfail0009 on April 14, 2014, 09:09:53 am
Fine.
We're not going anywhere *relevant*.
Were we ever going anywhere relevant?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **April 14, 2014, 09:18:31 am**

Quote from: CaptainMcClellan on April 14, 2014, 09:15:20 am
Quote from: Lolfail0009 on April 14, 2014, 09:09:53 am
Fine.
We're not going anywhere *relevant*.
Were we ever going anywhere relevant?

There's a Vindicator Beam/Glaive Beam chance that we weren't.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **peregarrett** on **April 14, 2014, 04:26:29 pm**

So, we have new dorfings!
LegendLost, our new skillless bookkeeper:

LegendLost' ódsazir, "LegendLost' Tunnelbridge", ??Sock?? counter

'LegendLost' ódsazir has been quite content lately. She has complained of thirst lately.
She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The Bridge of Squeezing. She is the bookkeeper of Bodythief the Void-Wraith. She arrived at Usânstâkud Nazushmestthos on the 27th of Hematite in the year 270.
She is ninety-seven years old, born on the 1st of Granite in the year 173.
She is scrawny. Her raw umber eyes are sunken. Her very long hair is arranged in double braids. She has a recessed square chin. Her ears are tall. Her somewhat short head is somewhat narrow. Her eyebrows are slightly low. Her brown skin is slightly wrinkled. Her nose is slightly upturned. Her hair is dark tan mixed with gray.
She is agile, but she is weak and flimsy.
'LegendLost' ódsazir likes marcasite, tin, yellow diamond, feather wood wood and dogs for their loyalty. When possible, she prefers to consume giant white stork and tuber beer. She absolutely detests rats.
She has great analytical abilities, a natural inclination toward language and a sum of patience, but she has a questionable spatial sense, a meager kinesthetic sense, poor empathy and poor creativity.
She is slow to anger. She is impervious to the effects of stress. She is very friendly. She tends to avoid crowds. She prefers that others handle the leadership roles. She is put off by authority and tradition. She is candid and sincere in dealings with others. She dislikes contracts and regulations. She is self-disciplined. She often does the first thing that comes to mind. She needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

AseaHeru the Pot thrower:

AseaHeru' Sokandodók, "AseaHeru' Phraseclaspd", Pot thrower

'AseaHeru' Sokandodók has been quite content lately. He was caught in the rain recently.
He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Crystalline Board. He arrived at Usânstâkud Nazushmestthos on the 27th of Hematite in the year 270.
He is one hundred eight years old, born on the 1st of Granite in the year 162.
He is scrawny. His raw umber eyes are sunken. His broad nose is incredibly upturned. He has a recessed square chin. His short sideburns are neatly combed. His medium-length moustache is arranged in double braids. His very long beard is arranged in double braids. His very long hair is braided. His somewhat narrow ears have small lobes. His hair is gray mixed with dark tan. His skin is brown.
He is rarely sick, but he is clumsy, weak and quick to tire.
'AseaHeru' Sokandodók likes serpentine, rose gold, tiger iron, alpaca wool, the color puce, bolts, gauntlets, amulets and donkeys for their stubbornness. When possible, he prefers to consume humblebee mead. He absolutely detests rats.
He has a great ability to focus and willpower, but he has a little difficulty with words, poor analytical abilities, a very bad sense of empathy and little patience.
He admires tradition. He is candid and sincere in dealings with others. He doesn't like to compromise with others. He is easily moved to pity. He lacks confidence. He is organized. He licks his lips when he's nervous. He quite often tells pointless stories when he's bored.. He needs alcohol to get through the working day. He does not mind being outdoors, at least for a time.

A short, sturdy creature fond of drink and industry.

Wlerin, just a commener a metalcrafter that killed 101 female goblin:

Wlerin' Rithkebon, "Wlerin' Bellsodors", Metalcrafter

'Wlerin' Rithkebon has been happy lately. He dined in a legendary dining room recently.
He is married to Udi Delightrags.
He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Cudgel of Masters. He is a former member of The Hairy Banner. He arrived at Usânstâkud Nazushmestthos on the 27th of Hematite in the year 270.
He is one hundred thirty years old, born on the 1st of Granite in the year 140.
He is tall and very muscular. His raw umber eyes are sunken. His medium-length sideburns are braided. His very long moustache is arranged in double braids. His very long beard is arranged in double braids. His very long hair is braided. He has a deeply recessed square chin. His nose is extraordinarily broad. His ears are tall. His somewhat short head is somewhat narrow. His hair is gray with a touch of white. His skin is brown.
He is very strong, but he is quite susceptible to disease.
'Wlerin' Rithkebon likes talc, electrum, schorl, crosses, bucklers, large gems, dogs for their loyalty, walruses for their tusks and fisher berries for their round shape. When possible, he prefers to consume cave lobster, fisher berry wine and kangaroo's milk. He absolutely detests large roaches.
He has a great memory, a very good sense of empathy and a good spatial sense, but he has a poor ability to manage or understand social relationships and poor creativity.
He has a good awareness of his own emotions. He regards intellectual exercises as a waste of energy. He is put off by authority and tradition. He is trusting. He does not go out of his way to help others. He is immodest. He acts impulsively. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.
The Kills of 'Wlerin' Rithkebon

One Hundred One Kills

One hundred one goblins (♀) in Foggymonstrous

and Peregarr who immediately posessed another vessel

'Peregarr' Sazirkanzud, "Peregarr' Bridgedconvents", Metalsmith

'Peregarr' Sazirkanzud has been happy lately. He ate a legendary meal lately. He dined in a legendary dining room recently. He was caught in the rain recently.

He is married to Ilral Metalclasp.

He is a citizen of the Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Axe of Bends. He is a former member of The Helm of Eagles. He arrived at Usânstakud Nazushmestthos on the 27th of Hematits in the year 270.

He is one hundred twenty-nine years old, born on the 1st of Granite in the year 141.

He is short. His eyes are brass. His very long sideburns are braided. His very long moustache is arranged in double braids. His very long beard is arranged in double braids. His hair is clean-shaven. His teeth are gapped. His extremely short nose is extremely narrow. His ears are somewhat narrow. His skin is dark peach.

He is quite susceptible to disease.

'Peregarr' Sazirkanzud likes kaolinite, platinum, plume agate, oak wood, alligator snapping turtle bone, war hammers and alpacas for their resemblance to a miniature llama. When possible, he prefers to consume flounder, bumblebee mead and wild strawberry seeds. He absolutely detests bark scorpions.

He has a lot of willpower, good intuition, an ability to read emotions fairly well, a way with words and a sum of patience, but he has meager creativity and a lack of understanding of social relationships.

He is often nervous. He is quick to anger. He rarely feels discouraged. He never feels tempted to overindulge in anything. He is very active. He has a good awareness of his own emotions. He likes to try new things. He is very trusting. He is truly fulfilled by assisting those in need. He is modest. He lacks confidence. He needs alcohol to get through the working day. He likes working outdoors and grumbles only mildly at inclement weather.

A short, sturdy creature fond of drink and industry.

Oh, finally some action we got here! A human caravan, and a voidspawn siege! Oh, there's a patriarch leading them, and axelord who has an axe and three shields in every spare hand. Also overlord with mace and three shields also. Time to test our new blades! Voidwraths, to the arms! Oh, and Kyh has given birth to a boy.

Well, the battle is over. We lost McIgnobel who decided it's great idea to pick up some bolts in the middle of voidspawn squad marching in. Also caravan guards have fallen, protecting their merchants, who made inside safely. We now have a small pool filled with abyssal taint, next to ballista tower. And a few tralls were killed by traps. But then the Voidwraths came to play. Voidspawn are not a match to them, even the patriarch! First Scalpier bit it in the foot, then VoidGod have litearlyly bit it's tooth off, then there were some slashes, bashes, staps and hacks and finally Grombardim hacked it in halves with her axe.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **April 14, 2014, 05:08:11 pm**

Either we won because we-
A) Got lucky with that siege
B) Have utter raw power (Most likely)
C) Are so fearless as to bite a big ass bug holding an axe and 3 shields in the FOOT, that the rest of the intruders lost moral.
My ☺'s are on C.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **April 14, 2014, 06:55:30 pm**

About the female goblins? One is a coincidence, two is a glitch, I think.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 14, 2014, 07:16:22 pm**

Quote from: TheFlame52 on April 14, 2014, 06:55:30 pm
About the female goblins? One is a coincidence, two is a glitch, I think.

It's probably Terry. I guess he has a thing for watching women suffer? * sighs * That's too bad, really. It makes it harder to find any good in him.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **LegendLost** on **April 14, 2014, 07:36:30 pm**

I like the fact that both my description and my personality are the same as my dorf's (Apart from a very disturbing lack of dangly bits attached to my dorf)
Just wondering, am I the only one here that doesn't empathize much with others?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **April 14, 2014, 09:59:45 pm**

Quote from: CaptainMcClellan on April 14, 2014, 07:16:22 pm
Quote from: TheFlame52 on April 14, 2014, 06:55:30 pm
About the female goblins? One is a coincidence, two is a glitch, I think.

It's probably Terry. I guess he has a thing for watching women suffer? * sighs * That's too bad, really. It makes it harder to find any good in him.

I am many things, but a misogynist is not one of them.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 14, 2014, 10:05:53 pm**

Quote from: Terry, Twisted Darkness on April 14, 2014, 09:59:45 pm
Quote from: CaptainMcClellan on April 14, 2014, 07:16:22 pm
Quote from: TheFlame52 on April 14, 2014, 06:55:30 pm
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It's probably Terry. I guess he has a thing for watching women suffer? * sighs * That's too bad, really. It makes it harder to find any good in him.

I am many things, but a misogynist is not one of them.

That's good. Still... this is most disturbing.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **April 14, 2014, 10:07:28 pm**

Quote from: CaptainMcClellan on April 14, 2014, 10:05:53 pm
Quote from: Terry, Twisted Darkness on April 14, 2014, 09:59:45 pm
Quote from: CaptainMcClellan on April 14, 2014, 07:16:22 pm
Quote from: TheFlame52 on April 14, 2014, 06:55:30 pm
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I am many things, but a misogynist is not one of them.

That's good. Still... this is most disturbing.

Perhaps the goblins are a matriarchal race and the many deaths are simply governmental assassinations?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 14, 2014, 10:11:21 pm**

Quote from: Lolfail0009 on April 14, 2014, 10:07:28 pm
Quote from: CaptainMcClellan on April 14, 2014, 10:05:53 pm
Quote from: Terry, Twisted Darkness on April 14, 2014, 09:59:45 pm
Quote from: CaptainMcClellan on April 14, 2014, 07:16:22 pm
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It's probably Terry. I guess he has a thing for watching women suffer? * sighs * That's too bad, really. It makes it harder to find any good in him.

I am many things, but a misogynist is not one of them.

That's good. Still... this is most disturbing.

Perhaps the goblins are a matriarchal race and the many deaths are simply governmental assassinations?

Wow... Much Civil Unrest.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AnimaRytak** on **April 14, 2014, 10:50:25 pm**

Someone actually took the wheel?

Hot diggity damn!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **April 14, 2014, 10:53:13 pm**

[Quote from: AnimaRytak on April 14, 2014, 10:50:25 pm](#)
Someone actually took the wheel?
Hot diggity damn!

From what I understand, there's even a queue!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **peregarrett** on **April 15, 2014, 03:36:47 am**

Suddenly, McIgnobel wasn't killed by voidspawn, but **drowned** in that murly pool polluted by abyssal taint. Maybe I should build a well on it? And a roof to protect spatters from rain.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **LegendLost** on **April 15, 2014, 05:02:46 am**

[Quote from: Lolfail0009 on April 14, 2014, 10:53:13 pm](#)
[Quote from: AnimaRytak on April 14, 2014, 10:50:25 pm](#)
Someone actually took the wheel?
Hot diggity damn!

From what I understand, there's even a queue!
:D

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **April 15, 2014, 05:06:04 am**

So that reminds me, what is the queue?

If I recall correctly, it consists entirely of LegendLost, with ChaosMaker and Terry off to the side.

If that's the case, I'll put myself at the end of the queue.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **LegendLost** on **April 15, 2014, 05:20:19 am**

Does anyone have any suggestions for what they want me to do?
Otherwise, I may just secure the fortress and possibly work on a secret project

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 15, 2014, 10:57:42 am**

Ummm... Hmm. Are Steve's legs finished? And what about the surface fortifications? Besides that, I can't think of anything as I want to install Steve's heart myself.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **April 15, 2014, 11:37:30 am**

Ummm...and Steve is?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 15, 2014, 11:45:26 am**

Steve is Steve. :D

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **April 15, 2014, 11:51:30 am**

.Do not question Steve.
Steve is your friend.
Steve is your master.
Obey Steve.

OBEY MR. STEVENS..

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **peregarrett** on **April 15, 2014, 12:12:51 pm**

[Quote from: CaptainMcClellan on April 15, 2014, 10:57:42 am](#)
Ummm... Hmm. Are Steve's legs finished? And what about the surface fortifications? Besides that, I can't think of anything as I want to install Steve's heart myself.
Oh, his name is Steve.Okay
Right leg is done, but left isn't even started. Btw, I made a few changes.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 15, 2014, 01:01:05 pm**

Yea. His name is Steve. What changes did you make? Nothing major, yes? His axe, head, and body are still intact?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Grombardrim** on **April 15, 2014, 01:16:59 pm**

I hacked a Voidspawn Patriarch to pieces. I'm happy.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **April 15, 2014, 02:50:08 pm**

Okay, so I died once. That's good, I think. Should help appease Terry, at any rate.
[Quote from: peregarrett on April 14, 2014, 04:26:29 pm](#)
But then the Voidwraths came to play. Voidspawn are not a match to them, even the patriarch! First Scalprier bit it in the foot, then VoidGod have literally **bit its tooth** off, then there were some slashes, bashes, staps and hacks and finally Grombardim hacked it in halves with her axe.
Also, *why* was Anima kissing Voidspawn?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **StupidElves** on **April 15, 2014, 03:05:36 pm**

If I read it wrong, then I'm sorry. But I added my name to the dorfinator to be added and here I am writing a post about it. I think this is how it is supposed to work.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **peregarrett** on **April 15, 2014, 03:09:06 pm**

[Quote from: CaptainMcClellan on April 15, 2014, 01:01:05 pm](#)
Yea. His name is Steve. What changes did you make? Nothing major, yes? His axe, head, and body are still intact?
Yes. Now he's a Captain Steve, Terror of the Seas.

[Quote from: Dwarf4Explosives on April 15, 2014, 02:50:08 pm](#)
Okay, so I died once. That's good, I think. Should help appease Terry, at any rate.
[Quote from: peregarrett on April 14, 2014, 04:26:29 pm](#)
But then the Voidwraths came to play. Voidspawn are not a match to them, even the patriarch! First Scalprier bit it in the foot, then VoidGod have literally **bit its tooth** off, then there were some slashes, bashes, staps and hacks and finally Grombardim hacked it in halves with her axe.
Also, *why* was Anima kissing Voidspawn?
Ask him, if you're brave enough.

[Quote from: StupidElves on April 15, 2014, 03:05:36 pm](#)
If I read it wrong, then I'm sorry. But I added my name to the dorfinator to be added and here I am writing a post about it. I think this is how it is supposed to work.
Right, will dorf you soon

Oh, Saint got a mood. He's a leatherworker, so lets see what he's going to make... from a voidspawn leather.

Oh. Somehow I destroyed the Os Atast artifact tetrahedrite mechanism. Since when artfacts are destroyed by magma?! That mechanism was controlling the floodgate to magma pump stack. No magma flooding though.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Grombardrim** on **April 15, 2014, 03:23:16 pm**

Yo dawg, I heard you like magma floods so I destroyed your floodgate with magma so that you can have a magma flood while you have a magma flood?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 15, 2014, 04:10:01 pm**

[Quote from: peregarrett on April 15, 2014, 03:09:06 pm](#)
[Quote from: CaptainMcClellan on April 15, 2014, 01:01:05 pm](#)
Yea. His name is Steve. What changes did you make? Nothing major, yes? His axe, head, and body are still intact?
Yes. Now he's a Captain Steve, Terror of the Seas.

Haha! Very good!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **April 15, 2014, 09:00:12 pm**

That patriarch put the moves on Anima, flashing its jiggly bits at him. Anima was so aroused that he wanted to make love to it. But then, the other dwarfs saved Anima from becoming a Void daddy by killing the patriarch before foreplay could occur. Many years later, Anima will be haunted by dreams of what could have been with the patriarch, and will forever grieve his departed lover.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **April 16, 2014, 01:34:56 am**

Quote from: TheSaberTooth on April 15, 2014, 09:00:12 pm
That patriarch put the moves on Anima, flashing its jiggly bits at him. Anima was so aroused that he wanted to make love to it. But then, the other dwarfs saved Anima from becoming a Void daddy by killing the patriarch before foreplay could occur. Many years later, Anima will be haunted by dreams of what could have been with the patriarch, and will forever grieve his departed lover.

I aint even touching that.

also anima why did you bite the tooth out of a insectoid voidspawn anyway? using your magic to create deamonic tendrils to slowly bind and eat away at their flesh as they grow spikes to uinject almost leathal amounts of nerve-stimulants to increase their sensitivity to pain would make glorious screams of carnage and torment!!!

also did my precious little child get any kills? i did have to put a deamon into my host temporarily to make it part of the pyshical realm. and yes i named it after the forest...mostly to get the elves attenntion onto it so they can destroy themselves and turn into somthing akin to these "dark Eldar" ive been watching from the ocean of warp storms. would eb amusign to see them all go insane from over a shiney little"innocent" axe...hehehehehehehhahahahaha!

and glad the ques going well, ill have to take my turn tomorrow though otherwise im indisposed of from running the fort for another couple weeks. this time i WILL finish my turn. that you can count on. note to the wise: i might end up just making a massive great hall somewhere int he depths of the fort and end up trying to move the entire population into 3x3 areas...i can do some good managment that way. problem is all the nobles will be getting massive rooms...mostly to just spite the slaves. also anyone thinking on using abyssal taint and then pumping it into a small pit filled with goblins to see what happens? i also suggest we put eggunna down in there to see the chemical reaction of the paralisis and the abyssal taint mixing together and see what they do to the goblins.

i support Mad Science!

when its convinent for me that is

on a final note:dammit i wanted to kill something with my axe!!! give me my axe and let me loose in adamantine or steel armour!!! i want skulls dangit!!!! (have we any prisoners yet? wanting to make a zoo for amusment soon!)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **April 16, 2014, 02:00:31 pm**

Quote from: Lolfail0009 on April 15, 2014, 11:51:30 am
.Do not question Steve.
Steve is your friend.
Steve is your master.
Obey Steve.

OBEY MR. STEVENS..

Transparent text is annoying. Argh.

Quote from: TheSaberTooth on April 15, 2014, 09:00:12 pm
That patriarch put the moves on Anima, flashing its jiggly bits at him. Anima was so aroused that he wanted to make love to it. But then, the other dwarfs saved Anima from becoming a Void daddy by killing the patriarch before foreplay could occur. Many years later, Anima will be haunted by dreams of what could have been with the patriarch, and will forever grieve his departed lover.

...

...

...

...**WHY DID YOU EVEN WRITE THIS!?!?**

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 16, 2014, 02:41:24 pm**

So yeah. When's my next turn?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **peregarrett** on **April 16, 2014, 03:34:48 pm**

Quote from: ChaosMaker on April 16, 2014, 01:34:56 am
on a final note:dammit i wanted to kill something with my axe!!! give me my axe and let me loose in adamantine or steel armour!!! i want skulls dangit!!!! (have we any prisoners yet? wanting to make a zoo for amusment soon!)

Oh. Have I told that you're a hammerer here? You don't have a hammer though. But I think I'll give you some!

Saint have made this:

Mingkil Uvel, "The Leopard of Bears", a voidspawn leather vest

This is a voidspawn leather vest. All crafts^dwarfship is of the highest quality. It is encrusted with rectangular blue garnet cabochons and encircled with bands of rope reed fiber. This object menaces with spikes of gold and morion.

On the item is an image of Sarvesh Mindracks the dwarf and Nol Sculptedtakes the Match of Hardiness the giant in voidspawn leather. Nol Sculptedtakes the Match of Hardiness is striking down Sarvesh Mindracks. The artwork relates to the killing of the dwarf Sarvesh Mindracks by the giant Nol Sculptedtakes the Match of Hardiness in The Murk of Furs in 196.

On the item is an image of gizzard stones in clear tourmaline.

Chaos MAker, you've got your uniform! A steel hammer, that leather vest, voidspawn bone leggings, and adamantine gauntlet! You are the leader of 'Will of Papers' squad - the only member for now. And about prisoners, we have two goblin thieves and some wild fauna.

Oh, and here we got a migration wave! 6 adults total, two funny figures - a great animal caretaker and pacifier who is in a constant state of internal rage, and a doctor who's just quick to anger and also has mace skill, what he used to kill 15 trolls in Foggymonstrous.

Quote from: CaptainMcClellan on April 16, 2014, 02:41:24 pm
So yeah. When's my next turn?
SOON.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **April 16, 2014, 06:21:46 pm**

"The Leopard of Bears"?

Now I have an image of a leopard print vest lined with bear fur. From now on the Hammer is a Pimp Hammer and his Voidspawn Bone Leggings are dyed/stained purple. The adamantine gauntlet is his pimpin' bling. All that's left his for the squad to be the Pimp Squad.

...I should try to draw that. What colour is Voidspawn blood?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **April 16, 2014, 06:33:11 pm**

Quote from: TalonisWolf on April 16, 2014, 06:21:46 pm
...I should try to draw that. What colour is Voidspawn blood?
White

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **April 16, 2014, 06:35:08 pm**

Quote from: TheFlame52 on April 16, 2014, 06:33:11 pm
Quote from: TalonisWolf on April 16, 2014, 06:21:46 pm
...I should try to draw that. What colour is Voidspawn blood?
White

And the mood begins.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **April 16, 2014, 10:32:04 pm**

face-palms

some-how i turned from being a terror of the warp into some pimping thing-a-job...at least i got artifact stuff. (just need another gauntlet and iull be fine...except ill need some boots to....and dont you dare dye them purple! at least white...or black...or even red! but not purple...or i shall commit unbearable horrors of egguna onto your dwarf...)

and please for the damn sake of chaos itself make the stuff either white or red....i dont care which but not purple...its not even remotly deamonic to be purple!!! (reason why theres no purple deamons...i killed them all and ate their equivilanbt of souls)

finally looks like im in the squad...but if i cant play give my turn to terry,...somtimes i hate having to come hone when im expecting to play DF and i get loaded with a ton of crap...sigh...terry likes to mess with my life.

cant say im not against it though. good luck with your turn dude! meanwhile here in the warp im going to plung another realm into chaos and hopefully turn a dragon....

....

a thought occurs to me, do we even have silver, gold, and platinum coins? if not then i suggest making at least 10 piles of silver, 5 piles of gold, and then 1 pile of platinum as a base for our enconamy. Would

Editt: Well, people, my brain did it again. It came out a few seconds later with a theory. Gimli and Legolas couldn't stand each other, right? But after Moria, they started to become friends. What's the main event that happened between the two of them in Moria? Legolas stopped Gimli from falling, by grabbing onto his beard. That spawned the most epic interracial bromance in fiction. But I got to thinking, what

was it about that grab that caused two diametrically-opposed men to become steadfast friends? And then I got it.

[Spoiler](#) (click to show/hide)
Dwarven beards are an erogenous zone.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **April 17, 2014, 04:23:27 pm**

.....

of all the damn things...

WITH AND ELF OF ALL THINGS!!!

by the warp and the void grom! are you pissed off at us or something for dying again?!?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **LegendLost** on **April 17, 2014, 04:23:55 pm**

Does anyone know the queue for fortress overseer?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **April 17, 2014, 04:25:28 pm**

i think im next, but ill have to hurry my turn, so dont expcet anything but a small mini-project and everyone inside the fort...also which levers close the fort?
then our avatar of terry is next after me.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Grombardrim** on **April 17, 2014, 05:10:48 pm**

Honestly, Chaos? No, I'm not. But I figured someone else should share in the pain that my brain's Fell Mood caused me.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **April 17, 2014, 08:36:05 pm**

All my attention was occupied by a troll. Seems right.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 17, 2014, 08:45:50 pm**

WOT?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Shaggard** on **April 19, 2014, 01:03:10 am**

Quote from: peregarrett on April 17, 2014, 03:07:54 pm

Quote from: ChaosMaker on April 17, 2014, 12:03:04 pm

anima? after all he was using a slade hammer and a battle-axe

Might be, but I think he's a bit overpowered. I mean, he's already a killing machine that explodes any enemy, so no need to charge him with artifact axe.

We have a goblin siege, and our "friendly" troll that dwelled next to Ass Arena turned hostile. It threw Shaggard into cavern lake. As a sing of disaster, the ghost of Peregarrett the MuckRootBerserk has risen!
Voidwrath took care of puny goblins, but we lost Kottar the leathenwork who was caught outside. And here we have another siege of voidspawn! A squad of them just jumped out forest where VoidWrath was finishing last goblins. Anothe squad swapned at the palisade, and the third at far north border. There also some random troll idles, so they have something to kill for now.

Meanwhile Saber tries to deal with troll who drowned Shaggard, but she's presed by it and just can't land a proper hit with her sword, despite her godly skill.

Obviously Voidwraths think that biting is a nice tactical move against voidspawn, or maybe they just like the taste of abyssal taint. Oryx bites some drone in its tail and shakes around, but then falls into murky pool. Baltharaaz and Scaplier join him in a moment...

So. Baltharaaz and Grombardrim were killed, Oryx drowned, Scalpier is wounded. Some randon troll was bit and soon will become a thrall, I think. Saber has chopped that troll in slices. AnimaRytak suffers from severe blood loss, though I don't see any wounds... except the fat of his right lower arm that is gone. That's strange. Something burned his arm that nobody noticed.
Also he's covered with voidspawn grime.

'AnimaRytak' S&skzul& Akam&zum, " 'AnimRytak' Trmptgrwls th Frtnt Hm", UdGd

'AnimaRytak' S&skzul& Akam&zum has been happy lately. He slept in a very good bedroom recently. He formed a grudge recently. He had a satisfying sparring session recently. He took joy in slaughter lately. He sustained major injuries recently.
He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Pulley of Clubs. He is an enemy of The Midnight of Standards. He is an enemy of Badafagleelis. He is an enemy of Shlinbus. He is the militia commander of Bodythief the Void-Wraith. He is the former militia captain of Bodythief the Void-Wraith. He arrived at Us&nst&akud Mazushmestthos on the 20th of Hematite in the year 267.
He is one hundred three years old, born on the 1st of Granite in the year 167.
He has loaded a tall body with incredible muscles. His very long sideburns are braided. His long moustache is arranged in double braids. His very long beard is arranged in double braids. His short hair is neatly combed. He has a square chin. His nose is upturned. His somewhat narrow raw umber eyes are sunken. His head is somewhat short. His hair is dark tan mixed with gray. His skin is brown. His right lower arm's fat is gone.
He is amazingly agile, virtually never sick, possessed of amazing recuperative powers, absolutely inexhaustible, basically unbreakable and unbelievably strong.
'AnimaRytak' S&skzul& Akam&zum likes quartzite, trifle pewter, pink garnet, crystal glass, desert tortoise bone, gems, bolts, helms and donkeys for their stubborness. When possible, he prefers to consume blue peafowl and humbebee mead. He absolutely detests purring maggots.
He has a shockingly profound feel for social relationships, an astounding feel for the position of his own body, uncanny intuition, an unbreakable will, an absolutely remarkable sense of others' emotions, an astonishing ability with languages and words, an astonishing knack for music, a boundless creative imagination, an astonishing memory, absolutely boundless patience, awesome intellectual powers, a stunning feel for spatial relationships and unbreakable focus.
He has an incredibly calm demeanor. He never becomes angry. He never feels discouraged. He is absolutely unfazed by the opinions of others. He never feels tempted to overindulge in anything. He is impervious to the effects of stress. He genuinely likes others and openly expresses positive feelings toward them. He truly treasures the company of others. He loves to take charge and direct activities. He is constantly active and energetic. He lives for risk and excitement. He often feels filled with joy. He is bored by reality and has a wonderful imagination. He can easily become absorbed in art and the beauty of the natural world. He has a profound understanding of his own feelings. He is highly adventurous and loves fresh experiences. He is entranced by riddles and puzzles and loves to debate issues and ideas. He is an ardent believer in convention and traditional society. He is naturally trustful of everybody. He is incredibly frank and candid in dealings with others. He is truly fulfilled by assisting those in need. He sacrifices his own needs to get along with others. He would never claim to be better than somebody else. He is incredibly compassionate and feels the pain of others. He is incredibly confident. He loves to make lists and keep schedules. He has a profound sense of duty and obligation. He constantly strives for perfection. He will persist in the face of any difficulty until the task is complete. He thinks through every alternative and its consequences before acting. He needs alcohol to get through the working day. He doesn't really care about anything anymore.

A short, sturdy creature fond of drink and industry.

The Health of 'AnimaRytak' S&skzul& Akam&zum, UoidGod

46:

Status

Wounds

Treatment

History

Severe Blood Loss

it's 21st Timber here. Unlucky month.

Drownings gotta be one of the more humane ways to die in Murdermachines, not nearly enough suffering involved.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **ChaosMaker** on **April 19, 2014, 01:32:11 am**

drowning? well cant think of a betrrr way to die...

other then old age...but no dwarf ever dies of old age in murdermachines...and that does will be buried with honors...in magma...for heresy.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AnimaRytak** on **April 19, 2014, 01:37:48 am**

Just when I thought I made the Voidgod unbreakable, someone goes and breaks him.

Damn it all!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Just Some Guy** on **April 19, 2014, 10:30:31 am**

So, will the Void God become a thrall, then?

C'est la vie!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **April 19, 2014, 11:24:25 am**

Quote from: Just Some Guy on April 19, 2014, 10:30:31 am

So, will the Void God become a thrall, then?

C'est la vie!

We are fucked six ways to Sunday if that happens.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**

Post by: **CaptainMcClellan** on **April 19, 2014, 04:14:22 pm**

Quote from: TheSaberTooth on April 19, 2014, 11:24:25 am

Quote from: Just Some Guy on April 19, 2014, 10:30:31 am

So, will the Void God become a thrall, then?

C'est la vie!

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it The hammerer in the upper body, but the attack is deflected by The hammerer's Kerligilir Nebelshan! The hammerer's left upper arm takes the full force of the impact, jamming the bone through the left shoulder's muscle and shattering the left shoulder's bone! The -black-cap training spear- strikes The hammerer in the left upper leg, but the attack is deflected by The hammerer's Kerligilir Nebelshan!

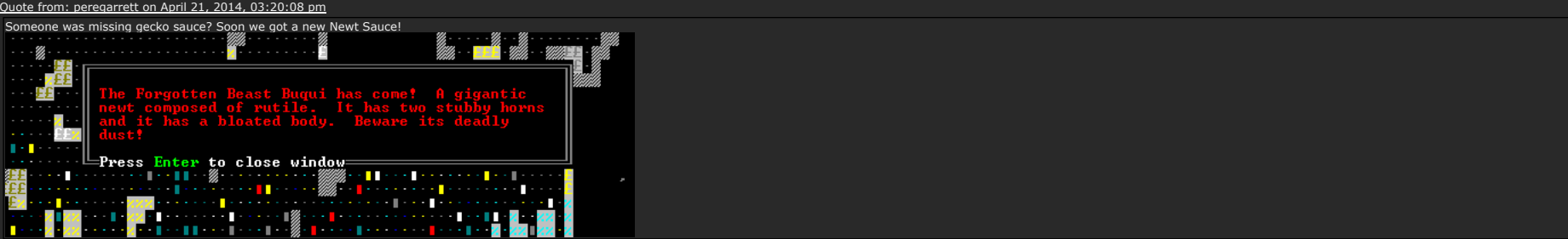
Rest
Legendary Hammerdwarf
Dabbling Armor User
Legendary Fighter
Dabbling Dodger

Though, you broke your shoulder, that means a few months in a hospital.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **April 21, 2014, 04:30:54 pm**

Sweet, what's it going to do this time? Vomiting blood? Full body necrosis? Full body swelling then necrosis? Who knows, but hopefully it'll be as good as last time!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **April 21, 2014, 05:22:52 pm**



The only syndrome that beast could have is probably something that turns dwarves into newts
Spoiler (click to show/hide)

<https://www.youtube.com/watch?v=xzYO0joolR0>
Anyone get it?

Quote from: CaptainMcClellan on April 20, 2014, 09:44:05 pm

Quote from: TalonisWolf on April 20, 2014, 09:42:01 pm

Murdermachines, where the only good people are corrupt, and the bad considered heroes.
Pretty much. Though how much you can consider entities like Anima "people" is up for debate.

Refer back to my previous statement about the Anima's love to that voidspawn earlier when you want to see if he is a person.
Oh, and the unimaginable power he has and the countless lives he has taken.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **April 21, 2014, 07:10:23 pm**

Semantics. Replace 'people' with 'entities'.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **LegendLost** on **April 21, 2014, 08:34:01 pm**

On a completely unrelated note:
I am fairly sure that, due to dwarf fortress, I am now a moral relativist, or am about to fully become one.
However, me playing dwarf fortress may have been a side affect of my encroaching moral relativism

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **peregarrett** on **April 22, 2014, 12:32:07 am**

Hopefully the last update.

That's how Newt fights olm men.



Looks promising! Numbness, blisters, drowsyness.

Another dwarf has passed the trial of The Shaft of Enlightenment, Derm the Fearbringer, and now he's a Swordmaster!

Well.. I just leave it there...

The Saborian slashes The TwistedDarkness in the lower body with her adamantine short sword, lightly tapping the target!

The Saborian stabs The TwistedDarkness in the right lower arm with her adamantine short sword, lightly tapping the target!

Well, the winter is over. Will post the save soon.

EDIT save: <http://dff.wimbli.com/file.php?id=8535>

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Grombardrim** on **April 22, 2014, 02:20:04 am**

Heh. Murdermachines. Where we can be absolutely fucked up the ass and still not give a shit. Pun not intended, but I'll run with it anyways ^_^

BTW, guys, I was in Austria over Easter. Last sunday, I ate at a place called Bergheim. No joke. I HAD EASTER LUNCH IN THE FUCKING MOUNTAINHOME! Unfortunately, they were out of gecko sauce, but still...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **peregarrett** on **April 22, 2014, 03:20:34 am**

When I was playing my turn, I always had this song playing in my mind: <http://pleer.com/tracks/5808441FGDY>

Spoiler: Rough rhymed translation. That's my sudden fey mood! (click to show/hide)
Valhalla Asylum

I got drunk to psycho fever
Wide my eyes - where they're from?
Mighty Odin's valikuries
In white doctor's uniform.
Winded in a restrain-jacket
Lounged in a cozy seat
I am riding to asylum
Griny smiling with all teeth

Ref:
Asylum Valhalla!
Open wide your door!
Asylum Valhalla!
Soothen all my sore!
Asylum Valhalla!
Junkies and drunkards!
Asylum Valhalla!
Vomit on the floors!

One-eyed chief medic Odin
Met me smiling and replied -

"Drinking fevers are my profile" -
And I got my medicine prescribed:
Chew some meat, and grab some boobies
Swing you weapon on the dawn,
When The Ragnarok occurs
Smash apart the evil spawn!

Turned to psychotic berserk
Crazed for the bloody mess,
Every hostile person
Will get a hammer in the ass!
Those tho sucking light martini
Smoking girlish narghile (<http://en.wikipedia.org/wiki/Hookah>) -
Don't deserve the death of honor,
Will suffer in a frozen hell!

Be a sturdy mighty viking
Screw to hell your civil job
Chew mushrooms, burn down vilage,
Vodka, sleep in embers drop
Stuff your bong with grass of hardest
Share it with your closest mate
And the one-eyed psychiatrist
Meets you at Valhalla's gate!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **April 22, 2014, 07:37:28 am**

Oh carp. Let's hope that syndrome doesn't have a second, worse phase. It does, but let's hope anyway.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **SanDiego** on **April 22, 2014, 09:26:46 am**

We have numbing powder? Sell it to the mountainhomes and make a killing!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **April 22, 2014, 07:06:39 pm**

Quote from: peregarrett on April 22, 2014, 12:32:07 am

Well.. I just leave it there...

The Saborian slashes The TwistedDarkness in the lower body with her adanantine short sword, lightly tapping the target!

The Saborian stabs The TwistedDarkness in the right lower arm with her adanantine short sword, lightly tapping the target!

Sparring with a chaos god must be normal in Murdermachines.

I'm going to download save and take a look around if no one minds.

EDIT: Ok so I cracked open the file and I found that Anima has a mutual GRUDE with my son:

Spoiler (click to show/hide)



And the fort is a flubbing mess.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **April 25, 2014, 08:06:22 am**

How the *hell* did someone pick up a grudge with the Void God?

How the *hell* did someone *survive* picking up a grudge with the Void God?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Grombardrim** on **April 29, 2014, 02:18:15 am**

HOW THE HELL did Murdermachines fall to the *second page*!?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **April 29, 2014, 02:19:26 am**

It's not the first time.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Grombardrim** on **April 29, 2014, 02:21:12 am**

I know, I know. Doesn't change the fact that it shouldn't happen.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **April 29, 2014, 06:08:19 pm**

Come to think of it, who's turn is it to ~~try to destroy the fort~~ run the fort?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 29, 2014, 06:44:09 pm**

I guess yours if you want it. I mean, you've already downloaded it.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **LegendLost** on **April 29, 2014, 06:56:23 pm**

faah
Edit:
It's probably good that I'm not going now, I'll be busy for the next few days with hockey tryouts (Like a good canadian)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **April 29, 2014, 10:07:06 pm**

Quote from: CaptainMcClellan on April 29, 2014, 06:44:09 pm

I guess yours if you want it. I mean, you've already downloaded it.

I'd do it, except I've never done a succession fort before. . ____.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **April 29, 2014, 10:10:05 pm**

If Saber doesn't want to play, and noone else objects, I'll try and take a turn starting tomorrow (major workload to get through today '^^)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **April 29, 2014, 10:17:18 pm**

Ehhh, you know what? Fuck it, i'll take a swing at the fort. But don't expect great quality, since this is my first succession fort. I'll do an update tomarrow. Sorry Lolfail, if you were itching to play. ._."

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **April 29, 2014, 10:25:59 pm**

If by "itching to play" you meant "praying to Phenax that I can make my mind get through it" then yes I was.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 29, 2014, 10:34:15 pm**

At some point I want to play again to finish working on Steve.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **April 29, 2014, 11:06:40 pm**

Quote from: Lolfail0009 on April 29, 2014, 10:25:59 pm

If by "itching to play" you meant "praying to Phenax that I can make my mind get through it" then yes I was.

Win/win I guess. And here is a little back story to start off my turn for shits and giggles:

Journal of Saber Idarban, Saborian:

I remember the abyss. The cold dark abyss nearly everyone at Murdermachines escaped from. I remember seeing all the lost souls drifting aimlessly.

I remember being one of them.

Back when I was alive, I was a fierce warrior of the proud Saborian race that inhabited the world of Kar Nalish. Me and my pack, it was our duty to hunt great beasts that threatened the tribe. I've fought many terrible things, Dragons, Hydras, a couple of Feral Demons. I sacrificed my life to end one of those demons.

But now I look upon a beast that puts all the others to shame. A beast that even those in the abyss spoke about in hushed whispers, as if they were afraid it would attack if you spoke its name to loudly.

They called the beast, The Voidgod. And they called its lair, Murdermachines.

When I first heard of this "Voidgod", I dismissed him as some fairy tale. But the damned souls in the abyss could not shut up about this legendary warrior. Finally, my Saborian blood got the better of me, and I charged off to test this Voidgod for myself, to see who was the better warrior.

After some wandering around, I found a vortex in the abyss. A beacon to the blood-soaked lands of Murdermachines. I plunged straight in, hoping to find suitable host. Just as I found one, I heard him. I heard the Voidgod's laughter, and suddenly I was ripped away from the host I chose and into another. I still remember the scream of the previous occupant of the body as I merged into it.

When I opened my eyes, my new living eyes, I saw the Voidgod staring at me with a smug look on his face. As I tried to approach him, I fell over my own short legs. Thats when I realized what the Voidgod had done.

First, I was a Dwarf. Secound, I was holding a BABY. Third, I was a WOMAN! Of all things, a WOMAN! The Voidgod then pulled me to my feet, and said:

"Welcome to Murdermachines."

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 29, 2014, 11:13:40 pm**

Quote from: TheSaberTooth on April 29, 2014, 11:06:40 pm

"Welcome to Murdermachines."

Tres bien! Has anyone heard from... him, lately? He seems to be suspiciously quiet. Heck, for that matter what happened to ChaosMaker? The great beacon of insanity that was going to return MurderMachines to its proper state of Terryhood? Oh well, I don't mind stepping back and keeping silent while we focus on the Voidlaird for a moment.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **April 29, 2014, 11:25:05 pm**

Quote from: CaptainMcClellan on April 29, 2014, 11:13:40 pm

Has anyone heard from... him, lately?

...Now that you mention it, where the hell IS he? I mean, I'm not complaining...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Grombardrim** on **April 30, 2014, 05:19:56 am**

He tends to take a break every now and then. I like to imagine that he's getting smashed out of his mind on the blood of the stillborn, while plotting more ways to destroy our minds and succession fort.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 30, 2014, 08:16:54 am**

Hmmm... Well then. I guess ChaosMaker's just taking Chaosexams.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **April 30, 2014, 10:08:13 am**

Don't worry about me not being here.

You may, however, worry about what I'll do to you now that I've been woken up. *Again*.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Grombardrim** on **April 30, 2014, 10:13:56 am**

Shoo, we weren't talking about you. We were wondering where Anima's gone.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **April 30, 2014, 10:16:16 am**

Quote from: Grombardrim on April 30, 2014, 10:13:56 am

Shoo, we weren't talking about you. We were wondering where Anima's gone.

Did you just sass Terry?

Bravo.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 30, 2014, 10:21:17 am**

Quote from: Terry, Twisted Darkness on April 30, 2014, 10:08:13 am

Don't worry about me not being here.

You may, however, worry about what I'll do to you now that I've been woken up. *Again*.

I forgot the old adage... "Speak of the devil, and the devil appears."

I really must insist that you don't interfere. There is sufficient chaos for you to feed off of as is, far too much. Blame that on me having other matters to attend to, I suppose. At any rate, remember that if this fortress goes down you will no longer have an source of amusement.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 30, 2014, 10:22:01 am**

Quote from: Grombardrim on April 30, 2014, 10:13:56 am

Shoo, we weren't talking about you. We were wondering where Anima's gone.

Also a valid question.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **April 30, 2014, 11:03:08 am**

Christ guys, don't taunt terry into blowing up my computer.
Anyway, I'll update later this afternoon, since I'm at school right now. :P

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **April 30, 2014, 12:37:30 pm**

He doesn't need to be taunted into it, just trying to run pathfinding on the eldritch abomination that is Murdermachines is enough to kill any computer.

We're so spread out and strung out between areas, with so many strange and unknown pathways and redundant paths and offshoots, that at this point I imagine that only the best processors are capable of getting a dwarf from Point A to Point B while ensuring that they track through a pool of gecko sauce on the way there.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Shaggard** on **April 30, 2014, 06:27:48 pm**

Quote from: TalonisWolf on April 20, 2014, 09:37:10 pm

Although perhaps 'Anti-Hero' would be a more accurate term. They do good, but not always in the most moral way...

I think "Semi-Villain" might be a bit more accurate, considering, well, MurderMachines.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **April 30, 2014, 07:03:50 pm**

Here is update 1:

Journal of Saber Idarban, Saborian:
1st of Granite, 271-

In the months prior to today, after I had arrived to Murdermachines, I decided to survey this fortress and see what was going on and such. Today I finished my assessment and I have only a few words to say about the general state of the fortress.

What. The. **FUCK?!**

The entire place is littered with trash, corpses, more trash, MORE corpses, and even more trash. In my past life, I visited some messy dwarven fortresses before, but THIS place is just UGLY. Anyway, I've decided, from this moment on, I'm going to do all I can to help clean up this place. I suppose I should also help improve living conditions. I'll decide later.

6th of Granite, 271-

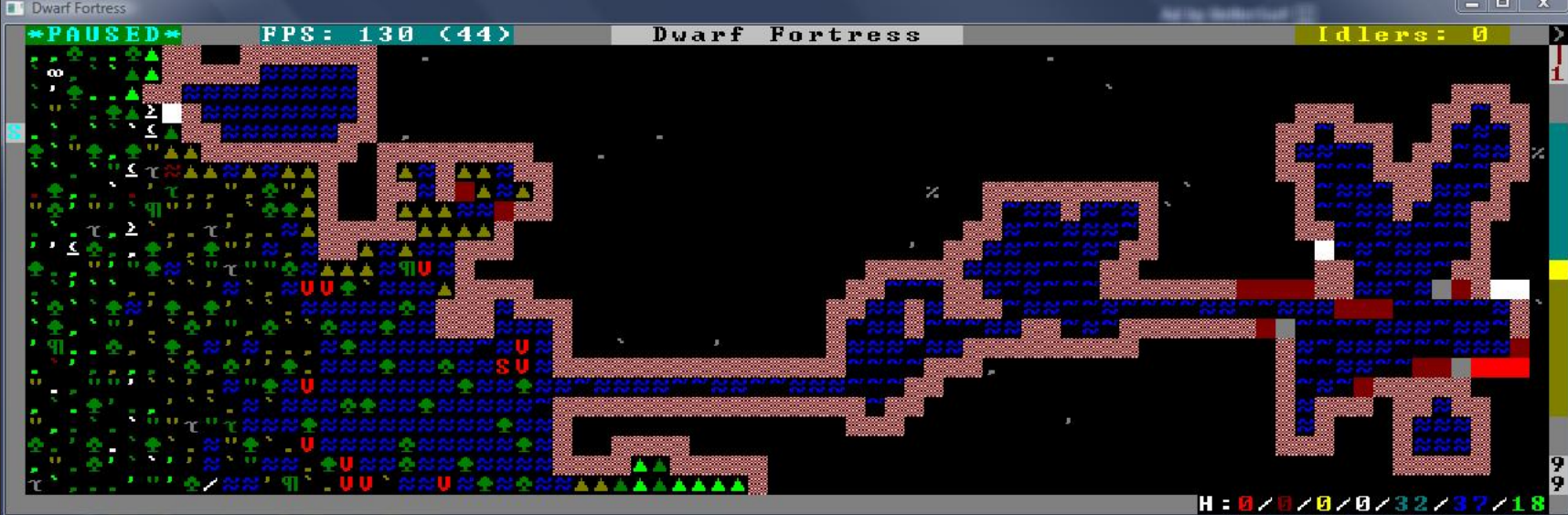
There isn't much going on in the fortress at the moment, 6th than a goat giving birth. A couple of dwarfs claim to have heard the sounds of fighting and screams in the cavern. Odd. I may look into it later. Anyway, I've ordered the smelters to start- well- smelting ore. I will also be looking for suitable recruits for the military, if any.

On another note, I've noticed that many of the residents of Murdermachines are scarred, missing some limb, or have broken bones. Not just in the military, but in civilians as well. I mean, Fungin the miner is missing her entire right arm. I suppose this should be expected, since this place is a vortex of death and madness.

15th of Granite, 271-

I found a pond being drained into a valley area for no obvious reason.

Spoiler (click to show/hide)



Clearly, whoever did this is a evil mastermind hellbent on flooding the world. While I was looking at the draining pond, I saw some raven people fly overhead. I think one of the women winked at me. I'm going to have nightmares after that...

Anyway, I'm amazed at Murdermachines wealth, productiveness, and military strength. I had the bookkeeper give me an estimate on the total wealth of the fortress, and it was something like 11,000,000! The fortress is as ugly as an donkey and as insane as you can imagine, but DAMN we are productive.

Spoiler (click to show/hide)

| Town UsânstFPS: 119 (42)stthos. "Murdermachines the Blood-Citade 15th Granite. | | | | | | | | | |
|--|--|--|--|--|--|--|--|--|--|
| Animals Kitchen Stone Stocks Health Justice | | | | | | | | | |
| Created Wealth: 11473389* | | | | | | | | | |
| Weapons: 1985937* | | | | | | | | | |
| Armor and Garb: 1629902* | | | | | | | | | |
| Furniture: 445509* | | | | | | | | | |
| Other Objects: 1580209* | | | | | | | | | |
| Architecture: 2898857* | | | | | | | | | |
| Displayed: 926279* | | | | | | | | | |
| Held/Worn: 2006696* | | | | | | | | | |
| Imported Wealth: 1306357* | | | | | | | | | |
| Exported Wealth: 1161* | | | | | | | | | |
| Food Stores: 7056 | | | | | | | | | |
| Meat 64 Seeds 1327 | | | | | | | | | |
| Fish 43 Drink 3832 | | | | | | | | | |
| Plant 952 Other 838 | | | | | | | | | |
| Population: 87 | | | | | | | | | |
| Miners 2 | | | | | | | | | |
| Woodworkers 4 | | | | | | | | | |
| Stoneworkers 5 | | | | | | | | | |
| Rangers 5 | | | | | | | | | |
| Metalsmiths 5 | | | | | | | | | |
| Jewelers 1 | | | | | | | | | |
| Craftsdwarves 7 | | | | | | | | | |
| Nobles/Admins 4 | | | | | | | | | |
| Peasants None | | | | | | | | | |
| Dwarven Childrn 13 | | | | | | | | | |
| Fishery Workers 3 | | | | | | | | | |
| Farmers 16 | | | | | | | | | |
| Engineers 6 | | | | | | | | | |
| Trained Animals A None | | | | | | | | | |
| Other Animals A 41 | | | | | | | | | |
| Axe Lordes 2 | | | | | | | | | |
| Swordsdwarves 1 | | | | | | | | | |
| Swordmasters 2 | | | | | | | | | |
| Macedwarves 4 | | | | | | | | | |
| Mace Lords 2 | | | | | | | | | |
| Hammerdwarves None | | | | | | | | | |
| Hammer Lords None | | | | | | | | | |
| Spearwarves 2 | | | | | | | | | |
| Spearmasters 1 | | | | | | | | | |
| Marksdwarves None | | | | | | | | | |
| Elite Mrksdwrvs None | | | | | | | | | |
| Wrestlers None | | | | | | | | | |
| Elite Wrestlers None | | | | | | | | | |
| Recruit/Others None | | | | | | | | | |

We also have

WAY to many drinks, I might add. Nothing much is going on still. The quiet disturbs me... I have a feeling something bad shall happen in the near future.

22nd of Granite, 271-

I swear, this fortress is a deathtrap. Today I saw a very startling sight. Two Forgotten beasts were idling reletively near the bedrooms in the first cavern.

Spoiler (click to show/hide)



They seemed to be communicating, possibly plotting the downfall of this fortress. I am not going to have that. From the looks of it, something can be build over them, such as a wall. A wall could be the DOWNFALL of THEM! AHAHAHA!

...This fortress is getting to me. I've ordered my fellows to begin constuction. The end for the Beasts is near. End of page

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 30, 2014, 07:15:00 pm**

Don't touch the forgotten beasts! They're walled off and safe. Everytime we try to take on Baru, it ends badly. Check his scarring and kill list.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **April 30, 2014, 07:26:17 pm**

Quote from: CaptainMcClellan on April 30, 2014, 07:15:00 pm
Don't touch the forgotten beasts! They're walled off and safe. Everytime we try to take on Baru, it ends badly. Check his scarring and kill list.

Thats why cave ins exist. And i'll also take out Lanani aswell.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **SanDiego** on **May 01, 2014, 05:38:56 am**

Quote from: TheSaberTooth on April 30, 2014, 07:03:50 pm
I'm going to do all I can to help clean up this place.

Yeah, good luck with that. Every time someone tried they ended up adding to the mess. And by that I mean their corpses were piled upon it.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **May 01, 2014, 05:48:12 am**

Maybe you could lure Baru into a cage trap, using a cave-in to stun it? Using yet more traps and a system of grates, we could coat items in poison as kobold deterrents.

Also, we may need more lava in this fortress' design. At the moment it's just wasting away underground, after all. A lava moat could be useful, and if we have an aquifer we could use some more magma to seal off unused parts of the fortress with obsidian.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **May 01, 2014, 06:49:45 am**

Quote from: Dwarf4Explosives on May 01, 2014, 05:48:12 am

Maybe you could lure Baru into a cage trap, using a cave-in to stun it? Using yet more traps and a system of grates, we could coat items in poison as kobold deterrents.

Also, we may need more lava in this fortress' design. At the moment it's just wasting away underground, after all. A lava moat could be useful, and if we have an aquifer we could use some more magma to seal off unused parts of the fortress with obsidian.

Tried that, he apparently has trap_avoid. Don't know about his mate. Just do the cave-in or leave him. I mean, he's been there for like five turns without causing trouble.

We have useful lava things. However if you want to try to limit our space with a lava moat, go ahead and kill half the fort with !!FUN!! However, one thing I think we should do, if we can do it safely, is a magma incinerator. Magma mist could be a health problem, as could the FPS drop.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **May 01, 2014, 09:01:41 am**

Cage traps wont work on Forgotten Beasts. Or any other generated megabeast, as they ALL have the [TRAPAVOID] tag. From the massive amount of scars on that puppy, I'm guessing he cant bleed to death. So next beast thing, drop a rock on him and his compatriot.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **May 01, 2014, 11:32:32 am**

Quote from: TheSaberTooth on May 01, 2014, 09:01:41 am

Cage traps wont work on Forgotten Beasts. Or any other generated megabeast, as they ALL have the [TRAPAVOID] tag. From the massive amount of scars on that puppy, I'm guessing he cant bleed to death. So next beast thing, drop a rock on him and his compatriot.

Trapavoid doesn't apply if the subject is webbed or KO'd. Considering our history trying to manage capturing and deploying a GCS in the area would probably result in an extinction-level event, but if you can KO the Forgotten Beast with a cavein blast you should be able to cage it up just fine, unless they're *also* hardcoded to be immune to cage traps even if unconscious, which I don't even know if that's a thing.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **May 01, 2014, 10:42:24 pm**

TheSaberTooth Cancels play Dwarf Fortress: Family event.
Sorry bout that, I'll update tomorrow.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **May 03, 2014, 10:49:16 am**

Update 2, huzzah!

*Journal of Saber Idarban, Saborian:
9th of Slate, 271*

At the moment, I have ordered a walkway be built over the Beasts heads. Once the walkway is built directly over their heads, I will order part of it disconnected, and the floor will fall upon the beasts, hopefully striking them down. One of the dwarfs told me the names they have given the beasts. Baru, for the two legged reptile, and Lanami the Abyssal Cat, for the iguana.

Moving on, today while I was getting my equipment, I saw Krosan the axedwarf speaking to his steel shield as if it were alive.

Spoiler (click to show/hide)

**The weather has cleared.
->'Krosan' Zonedtûl, Axedwarf has grown attached to a steel shield!**

I have a feeling that the shield will be used by Krosan for something erotic. Creep.

23th of Slate, 271

Ghosts are a real annoyance around here. There are 4 now. One of them, barely arisen yesterday, is following a fish dissector ,moaning like- Well, You know.

Spoiler (click to show/hide)

->Sazir Akgosletnos, Ghostly Daemonslave is following 'Kyh' Össekuzol, Fish Dissector!

Oh and they were apparently hitched before the guy died. Kyh must be traumatized.

And we got MIGRANTS??? People who actually CHOSE to live in this hellhole? I count 8 of them, not including their pets. I have my new recruits. In other news, a goblin axeman has appeared out of nowhere inside the fort. I'll take care of it myself. Oh and Prosnorkulus joined in the fray.

Spoiler (click to show/hide)

Page 1/1FPS: 130 (45)

Dwarf Fortress24th Slate, 271

The Saborian slashes The Goblin Axeman in the left foot with her adamantine short sword and the severed part sails off in an arc!
The Saborian slashes The Goblin Axeman in the left lower leg with her adamantine short sword and the severed part sails off in an arc!
The Saborian slashes The Goblin Axeman in the lower body with her adamantine short sword, tearing apart the muscle and tearing apart the stomach through the X<troll fur cloak>X!
The adamantine short sword has lodged firmly in the wound!
The Saborian twists the embedded adamantine short sword around in The Goblin Axeman's lower body!
The Saborian strikes The Goblin Axeman in the third finger, right hand with the pommel of her adamantine short sword, tearing apart the skin and bruising the muscle through the X<troll leather right glove>X!
The Saborian stabs The Goblin Axeman in the right lower arm with her adamantine short sword and the severed part sails off in an arc!
The Saborian lashes The Goblin Axeman in the head with her <silver whip>, bruising the muscle, jamming the skull through the brain and tearing the brain!
The Goblin Axeman has been knocked unconscious!
The Saborian punches The Troll in the lower body with her right hand, bruising the muscle and bruising the pancreas through the X<large gray langur leather cloak>X!
The Saborian slashes The Troll in the upper body with her adamantine short sword, but the attack is deflected by The Troll's X<large giant great horned owl leather tunic>X!
The Troll misses The Saborian!
The Saborian slashes The Troll in the right upper leg with her adamantine short sword, but the attack is deflected by The Troll's X<large giant great horned owl leather tunic>X!
The Saborian strikes The Troll in the right eyelid with the pommel of her adamantine short sword, bruising the skin through the X<large gray langur leather cloak>X!
The Troll misses The Saborian!
The Saborian stabs The Troll in the left hand with her adamantine short sword and the severed part sails off in an arc!
The Saborian slashes The Troll in the left lower leg with her adamantine short sword, bruising the skin through the X<large troll fur robe>X!
The Saborian slashes The Troll in the left foot with her adamantine short sword and the severed part sails off in an arc!
The Saborian stabs The Troll in the right hand with her adamantine short sword, tearing apart the muscle through the X<large giant cave spider silk right glove>X!
An artery has been opened by the attack and a motor nerve has been severed!
The Troll has become enraged!
The Saborian stabs The Troll in the right tusk with her adamantine short sword, but the attack glances away!

s: Search
z: Zoom to location

Announcement Date: 23rd Slate, 271

Spoiler (click to show/hide)

Page 1/1FPS: 130 (42)

Dwarf Fortress24th Slate, 271

The Troll misses The Axe Lord!
The Axe Lord hacks The Troll in the upper body with his <*adamantine battle axe*>, bruising the skin through the X<large troll fur cloak>X!
The Troll misses The Axe Lord!
The Axe Lord hacks The Troll in the right upper leg with his <*adamantine battle axe*>, bruising the skin through the X<large troll fur cloak>X!
The Troll loses hold of the X<large cave fish leather hood>X.
The Troll loses hold of the X<large giant cave spider silk hood>X.
The Troll loses hold of the X<large troll fur cap>X.
->The Axe Lord hacks The Troll in the head with his <*adamantine battle axe*> and the severed part sails off in an arc!

Foolish Goblins. And trolls. They were no match for Murdermachines. I doubt anything but ourselves will destroy this place.

Page ends here
(Sorry about the shortness of this update, I'll loaded down with chores.)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **May 04, 2014, 01:14:52 am**

Please change Krosan's profession to Captain Murdermachines. It seems appropriate.

(why yes I did go see Captain America today, what of it)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **May 04, 2014, 10:25:43 am**

Quote from: kefkakrazy on May 04, 2014, 01:14:52 am
Please change Krosan's profession to Captain Murdermachines. It seems appropriate.

(why yes I did go see Captain America today, what of it)

Ppfpt. Why not? Let's corrupt all the superhero icons into Murdermachines forms.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **May 04, 2014, 10:28:19 am**

Quote from: CaptainMcClellan on May 04, 2014, 10:25:43 am
Quote from: kefkakrazy on May 04, 2014, 01:14:52 am
Please change Krosan's profession to Captain Murdermachines. It seems appropriate.

(why yes I did go see Captain America today, what of it)

Ppfpt. Why not? Let's corrupt all the superhero icons into Murdermachines forms.

I call dibs on Kyh-ron Man.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **May 04, 2014, 10:30:12 am**

I guess Anima is Thor yes.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **May 04, 2014, 10:17:13 pm**

We're lucky if Anima isn't freakin' Thanos.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Grombardrim** on **May 05, 2014, 02:16:20 am**

Grom-Bat-drim? Not sure if anything else really works :p

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **May 05, 2014, 02:20:09 am**

Quote from: Grombardrim on May 05, 2014, 02:16:20 am
Grom-Bat-drim? Not sure if anything else really works :p

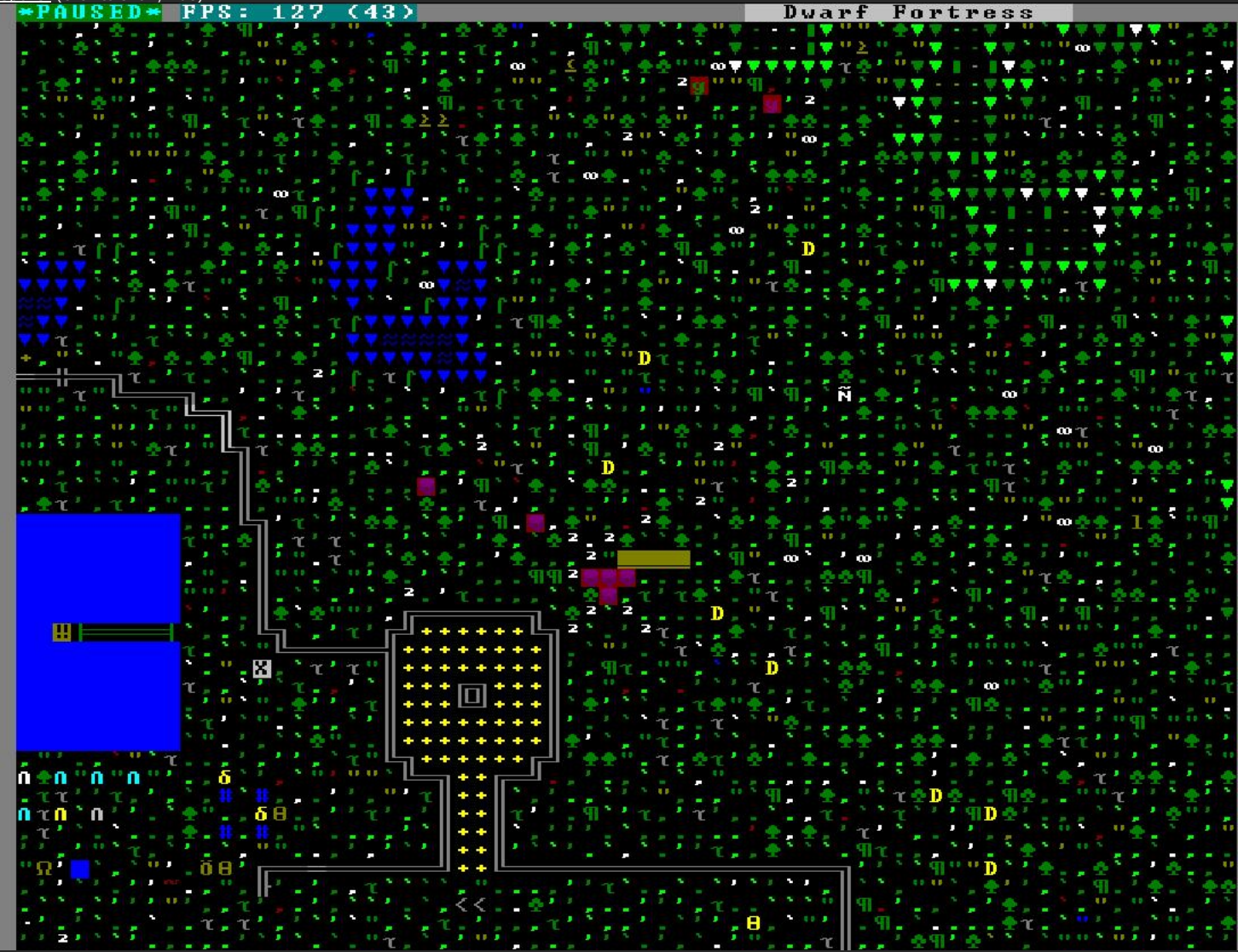
Well, if we dip into Marvel, there's always Ben Grom. (Ben Grimm, the Thing.) I'm sure I can think of a better one at not 2:20 AM.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **May 05, 2014, 06:10:15 pm**

Journal of Saber Idarban Elbelsoloz Zan, Saborian:
3th of Felsite, 271
Notice how my name is longer now. The people who were being attacked by those trolls and goblins insisted on calling me "The Renown Worship of Artifacts". Why they came up with that title and how it relates to me is beyond my understanding, but the name sticks.

Oh gods, there is a pack a Giant Dingos in the area. If they decide to attack, we're eatin' good tonight.

Spoiler (click to show/hide)



And Krosan insists on being called "Captian Murdermachines". This, coming from a guy who makes love to his shield, makes me suspicious.

4th of Felsite, 271
Spoiler (click to show/hide)

The Forgotten Beast Espir Methrezngopex has come!
A great feathered fly. It has a square shell and
it is ravening. Its dark pink feathers are
downy. Beware its webs!

Press Enter to close window

Damn it all! I was close to dealing with Baru and Lanami when THIS ass shows up. I should get my comrades ready, for he will most likely fly over the defenses. I've ordered 6 soldiers down into the caverns, Including The Voidgod and 3 others of his squad, And Myself and Terry. If we are all still alive, I shall return to write about it.

Oh and Ulborb named his sword. I'll ask him the name later

13th of Felsite, 271
The beast was here, then it was there, now its gone. Drat. Oh well. I'm sure it'll pop up again.
Spoiler (click to show/hide)

'Ulborb' Limulatol Azuzdastot Zikel.
Stonemurderer has bestowed the name Uzolostath
upon a steel long sword!

Press Enter to close window

That is Ulborb's sword. Nothing really exciting, I must say.

And we have Elves wanting to trade. I think I shall consider letting them live. That is, if any attacking enemy doesn't kill them first. Moving on, one of the ghosts here has been put to rest at last.
Spoiler (click to show/hide)

Microblighted' Onolnðm Enalfikod has become a Swordmaster.
A elven caravan from Eniwaoda has arrived.
You have struck lapis lazuli!
→Thikut Rithvathez, Ghostly Woodcrafter has been put to rest.

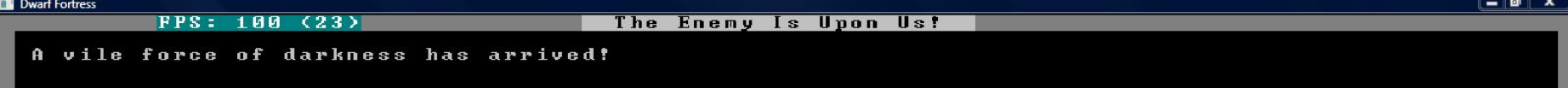
And Talonis Sloth has given birth to a girl.
Spoiler (click to show/hide)

→`Talonis Sloth' Dëgbesmar, Sloth Acolyte has given birth to a girl.



Creepy, considering the father.

16 of Felsite, 271
Spoiler (click to show/hide)



You know, I saw this coming. We've got Voidspawn incoming. I have ordered everyone inside and the military to prepare. I will relish this fight.
End of page

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **May 05, 2014, 06:35:47 pm**

THE HEIR OF TERRY

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **May 05, 2014, 11:03:37 pm**

I WAS NOT EXPECTING THIS

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Grombardrim** on **May 06, 2014, 02:18:31 am**

And now we shall see how the twisted eldritch abomination handles the greatest terror known to man-, elf- and dwarf-kind: FATHERHOOD! (actually, probably not elf-kind, they probably raise them all together like FF12's Viera or something creepy like that)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **May 06, 2014, 07:15:32 am**

Quote from: Grombardrim on May 06, 2014, 02:18:31 am
And now we shall see how the twisted eldritch abomination handles the greatest terror known to man-, elf- and dwarf-kind: FATHERHOOD! (actually, probably not elf-kind, they probably raise them all together like FF12's Viera or something creepy like that)

Nah. All my studies into elf-kind indicate that's their big problem: Elves are terrible parents. The father has almost nothing to do with them and the mothers are pretty crappy too. Honestly, the elves would be better off raised by trolls or wolves. At least then they wouldn't be malnourished and would be taught the proper cycle of nature: eat or be eaten. Not all elves are like this but still. Enough to ruin their entire society. (Another problem is they use magical trees to raise their young instead of doing it themselves, hence their tree-hugging ways.)

However... Terry as a father? Terrifying. I just hope the child doesn't end up worse than Anima.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **May 06, 2014, 09:32:15 am**

Quote from: Terry, Twisted Darkness on May 05, 2014, 11:03:37 pm
I WAS NOT EXPECTING THIS

Terry, you sly dog.

Quote from: CaptainMcClellan on May 06, 2014, 07:15:32 am
Quote from: Grombardrim on May 06, 2014, 02:18:31 am
And now we shall see how the twisted eldritch abomination handles the greatest terror known to man-, elf- and dwarf-kind: FATHERHOOD! (actually, probably not elf-kind, they probably raise them all together like FF12's Viera or something creepy like that)
Nah. All my studies into elf-kind indicate that's their big problem: Elves are terrible parents. The father has almost nothing to do with them and the mothers are pretty crappy too. Honestly, the elves would be better off raised by trolls or wolves. At least then they wouldn't be malnourished and would be taught the proper cycle of nature: eat or be eaten. Not all elves are like this but still. Enough to ruin their entire society. (Another problem is they use magical trees to raise their young instead of doing it themselves, hence their tree-hugging ways.)
However... Terry as a father? Terrifying. I just hope the child doesn't end up worse than Anima.
As a matter of fact, I'm pretty sure this means Anima has a sort of half brother.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **May 06, 2014, 09:34:02 am**

Quote from: Terry, Twisted Darkness on May 05, 2014, 11:03:37 pm
I WAS NOT EXPECTING THIS

Welcome to mortality. Enjoy your stay.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **May 06, 2014, 02:28:40 pm**

Talonis Sloth has entered a marital trance!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **May 06, 2014, 04:58:16 pm**

Quick question: Does anyone know what in the name of the abyss is this thing?
Spoiler (click to show/hide)
|H : 0 / 0 / 0 / 0 / 38 / 34 / 25
And what does it do?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **BlackFlyme** on **May 06, 2014, 05:20:30 pm**

Quote from: TheSaberTooth on May 06, 2014, 04:58:16 pm
Quick question: Does anyone know what in the name of the abyss is this thing?
Spoiler (click to show/hide)
|H : 0 / 0 / 0 / 0 / 38 / 34 / 25
And what does it do?

DFHack thing. It's a happiness meter. The number is how many dwarves are at that level of happiness.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **May 06, 2014, 06:28:09 pm**

Holy shit. In this siege, we lost 8 dwarves, including Anima. Most died from the heat that the fires created, and much of the woodland is on fire. Holy shit. I think i'm a bit too fun for Murdermachines.
I think i'll savescum here and try again.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **May 06, 2014, 06:41:03 pm**

Quote from: TheSaberTooth on May 06, 2014, 06:28:09 pm
Holy shit. In this siege, we lost 8 dwarves, including Anima. Most died from the heat that the fires created, and much of the woodland is on fire. Holy shit. I think i'm a bit too fun for Murdermachines.
I think i'll savescum here and try again.

Huh. I just killed Willedabyss the same way. High five for flaming dwarves!
((Apparently, Anima is The Dwarven Torch! XD))

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **May 06, 2014, 07:09:05 pm**

Here are some scenes from that damned battle.
[Spoiler \(click to show/hide\)](#)



Here we have Scaliper dying horribly after leading away these Voidspawn from the main group.
[Spoiler \(click to show/hide\)](#)



Here we have Me, NCommander, and Prosnorkulus fighting the enemy in a Last stand. During this, NCommander's child was brutally whipped to death, and some Plaguebearer preformed a breath attack that started the fires that killed many.

[Spoiler \(click to show/hide\)](#)
Dwarf Fortress

FPS: 129 (39)<<dwarf (8) cage (willow)>>

Weight: 1061'

Basic Value: 10%

Contents:

'AseaHeru' Sokandodok. Pot thrower

f: Forbid

d: Dump h: Hide

v: Description

—+/*=: Scroll

Enter: View selected

Set Follow Hotkey (F1 etc.): None

Here we have AseaHeru the pot thrower inside a cage. He was caught outside when the Voidspawn attacked, and he happened to fall unconscious on a cage trap, saving his life. Well, he was turned into a Thrall later on, but that's beside the point.

[Spoiler \(click to show/hide\)](#)
Dwarf Fortress

FPS: 130 (44)<<'Dortimus' Enshalalath, "'Dortimus' Buddedbolt", Gladiatoress>>

'Dortimus' Enshalalath has been quite content lately. She sustained major injuries recently. She slept in a good bedroom recently. She had a satisfying sparring session recently. She has witnessed death. She was caught in the rain recently. She is married to Geshud Drivecrafted. She is a citizen of The Smooth Main. She is a member of Redythief the Void-Wraith. She is a former member of The Mairy Banner. She is a former member of The Page of Flame. She arrived at Hs3nst3kud Magushnostthes on the 22th of Malachite in the year 269. She is one hundred ten years old, born on the 1st of Granite in the year 161. Her upper body is torn open. Her upper body is gouting 'Dortimus' Buddedbolt's dwarf blood. Her upper body is dented. Her upper body is bruised. Her liver is broken. Her liver is spraying 'Dortimus' Buddedbolt's dwarf blood. Her liver is bruised. Her right false ribs are broken. Her right false ribs are running with 'Dortimus' Buddedbolt's dwarf blood. Her right false ribs are bruised. Her left false ribs are broken. Her left false ribs are running with 'Dortimus' Buddedbolt's dwarf blood. Her left false ribs are bruised. Her right true ribs are running with 'Dortimus' Buddedbolt's dwarf blood. Her right true ribs are bruised. Her left eye is broken. Her left eye is broken open. Her left eye is oozing 'Dortimus' Buddedbolt's dwarf blood. Her right lung is broken. Her right lung is oozing 'Dortimus' Buddedbolt's dwarf blood. Her right lung is bruised. Her left true ribs are broken. Her left true ribs are oozing 'Dortimus' Buddedbolt's dwarf blood. Her left true ribs are bruised. Her middle spine is broken. Her middle spine is running with 'Dortimus' Buddedbolt's dwarf blood. Her middle spine is bruised. Her right eye is broken. Her right eye is broken open. Her right eye is oozing 'Dortimus' Buddedbolt's dwarf blood. Her left lung is fractured. Her left lung is dripping 'Dortimus' Buddedbolt's dwarf blood. Her left lung is bruised. Her left floating ribs are broken. Her left floating ribs are oozing 'Dortimus' Buddedbolt's dwarf blood. Her left floating ribs are bruised. Her upper lip is broken open. Her upper lip is oozing 'Dortimus' Buddedbolt's dwarf blood. Her right eyelid is broken open. Her right eyelid is oozing 'Dortimus' Buddedbolt's dwarf blood. Her right cheek is broken open. Her right cheek is oozing 'Dortimus' Buddedbolt's dwarf blood. Her left cheek is broken open. Her left cheek is oozing 'Dortimus' Buddedbolt's dwarf blood. Her heart is bruised. Her right floating ribs are broken. Her right floating ribs are running with 'Dortimus' Buddedbolt's dwarf blood. Her right floating ribs are bruised. Her left upper arm is broken. Her left upper arm is bruised. Her left wrist is broken. Her left wrist is oozing 'Dortimus' Buddedbolt's dwarf blood. Her left ankle is broken. Her left ankle is oozing 'Dortimus' Buddedbolt's dwarf blood. Her left hip is broken. Her left hip is oozing 'Dortimus' Buddedbolt's dwarf blood. Her right shoulder is broken. Her right shoulder is dripping 'Dortimus' Buddedbolt's dwarf blood. Her right hip is broken. Her right hip is oozing 'Dortimus' Buddedbolt's dwarf blood. Her right elbow is broken. Her right elbow is oozing 'Dortimus' Buddedbolt's dwarf blood. She is average in size. Her hair is straight. Her very long hair is braided. She has a deeply recessed square chin. Her nose is upturned. Her raw umber eyes are slightly sunken. Her head is somewhat short. Her hair is gray mixed with dark tan. Her skin is brown. She is slow to tire, but she is quite clumsy. 'Dortimus' Enshalalath likes earthenware, copper, chrysoprase, green glass, giant moon snail leather, purring maggot tooth, llama wool, the color pumpkin, gems, spears, splints and lynx for their ear tufts. When possible, she prefers to consume squid, tapir cheese, tuber beer and quarry bush leaves. She absolutely detests fire snakes. She has a good spatial sense, an ability to read emotions fairly well and willpower, but she has poor creativity. She rarely feels discouraged. She is relaxed. She is often cheerful. She isn't given to flights of fancy. She is not interested in art. She likes to try new things. She is open-minded

Here we have Dortimus, the ultimate punching bag. For some odd reason, 2 entire squads went for her. After she fell unconscious, they all proceeded to break all of her ribs repeatedly for 2 ingame days before one of them headshotted her.
[Spoiler \(click to show/hide\)](#)

The Voidspawn Plaguebringer Axeman misses The Stonemurderer!

The Voidspan Thrall Axeman misses The Stonemurderer!

The Stonemurderer bites The Voidspan Thrall Axeman in the head, tearing the muscle!

The Stonemurderer latches on firmly!

The Voidspawn Plaguebringer Axeman misses The Stonemurderer!

The Stonemurderer shakes The Voidspan Thrall Axeman around by the head, tearing apart the head's fat and bruising the muscle!

The Voidspawn Plaguebringer Axeman strikes at The Stonemurderer but the shot is blocked!

The Stonemurderer shakes The Voidspan Thrall Axeman around by the head, tearing apart the head's muscle!

An artery in the head has been opened by the attack!

The Voidspawn Plaguebringer Axeman misses The Stonemurderer!

The Voidspan Thrall Axeman misses The Stonemurderer!

The Stonemurderer shakes The Voidspan Thrall Axeman around by the head, tearing apart the head's muscle!

An artery in the head has been opened by the attack!

The Voidspan Thrall Axeman misses The Stonemurderer!

The Voidspawn Plaguebringer Axeman misses The Stonemurderer!

The Stonemurderer stabs The Voidspan Thrall Axeman in the lower body with his Uzolostath, tearing the muscle and tearing the guts!

An artery has been opened by the attack!

→'Ulborb' Limulatol Azuzdastot Zikel, Stonemurderer has bled to death.

Here we have Ulborb fighting valiantly against the beasts. He died from the fires.

- Total casualty list:
- AnimaRytak
 - Ulborb
 - NCommander
 - Scaliper
 - Dortimus
 - Prosnorkulus
 - Zefon Sholidzuntir, NCommander's newborn child.
 - The Mad Fool
 - AseaHeru (Became a Thrall)
 - Vendix (from a random cave in that happened afterwards)
 - A couple of cats
 - Metric shit tons of voidspawn.
 - And most tragically, we lost the iron bridge infront of the entrance. :(

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **May 06, 2014, 11:12:24 pm**

Quote
Here we have Dortimus, the ultimate punching bag. For some odd reason, 2 entire squads went for her. After she fell unconscious, they all proceeded to break all of her ribs repeatedly for 2 ingame days before one of them headshotted her.

Terry almighty.
Those voidspawn must have been pro-life, to go after the Abortionist like that.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **May 06, 2014, 11:57:09 pm**

Quote from: kefkakrazy on May 06, 2014, 11:12:24 pm

Quote

Here we have Dortimus, the ultimate punching bag. For some odd reason, 2 entire squads went for her. After she fell unconscious, they all proceeded to break all of her ribs repeatedly for 2 ingame days before one of them headshotted her.

Terry almighty.

Those voidspawn must have been pro-life, to go after the Abortionist like that.

Quotes section. Now.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **May 07, 2014, 01:28:45 am**

Do you have any pictures of what happened to Anima? I really want to see how long the Voidgod survived being on fire. After seeing what happened during the first recovery of Murdermachines, I'd be willing to believe that he set some Voidspawn on fire by punching them.

[Spoiler](#) (click to show/hide)
[Quote from: Lolfail0009 on May 06, 2014, 11:57:09 pm](#)
[Quote from: kefkakrazy on May 06, 2014, 11:12:24 pm](#)

Quote

Here we have Dortimus, the ultimate punching bag. For some odd reason, 2 entire squads went for her. After she fell unconscious, they all proceeded to break all of her ribs repeatedly for 2 ingame days before one of them headshotted her.

Terry almighty.

Those voidspawn must have been pro-life, to go after the Abortionist like that.

Quotes section. Now.

Agreed. This is just too silly.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **pregarrett** on **May 07, 2014, 01:37:11 am**

[Quote from: TheSaberTooth on May 06, 2014, 07:09:05 pm](#)
Here are some scenes from that damned battle.
[Spoiler](#) (click to show/hide)



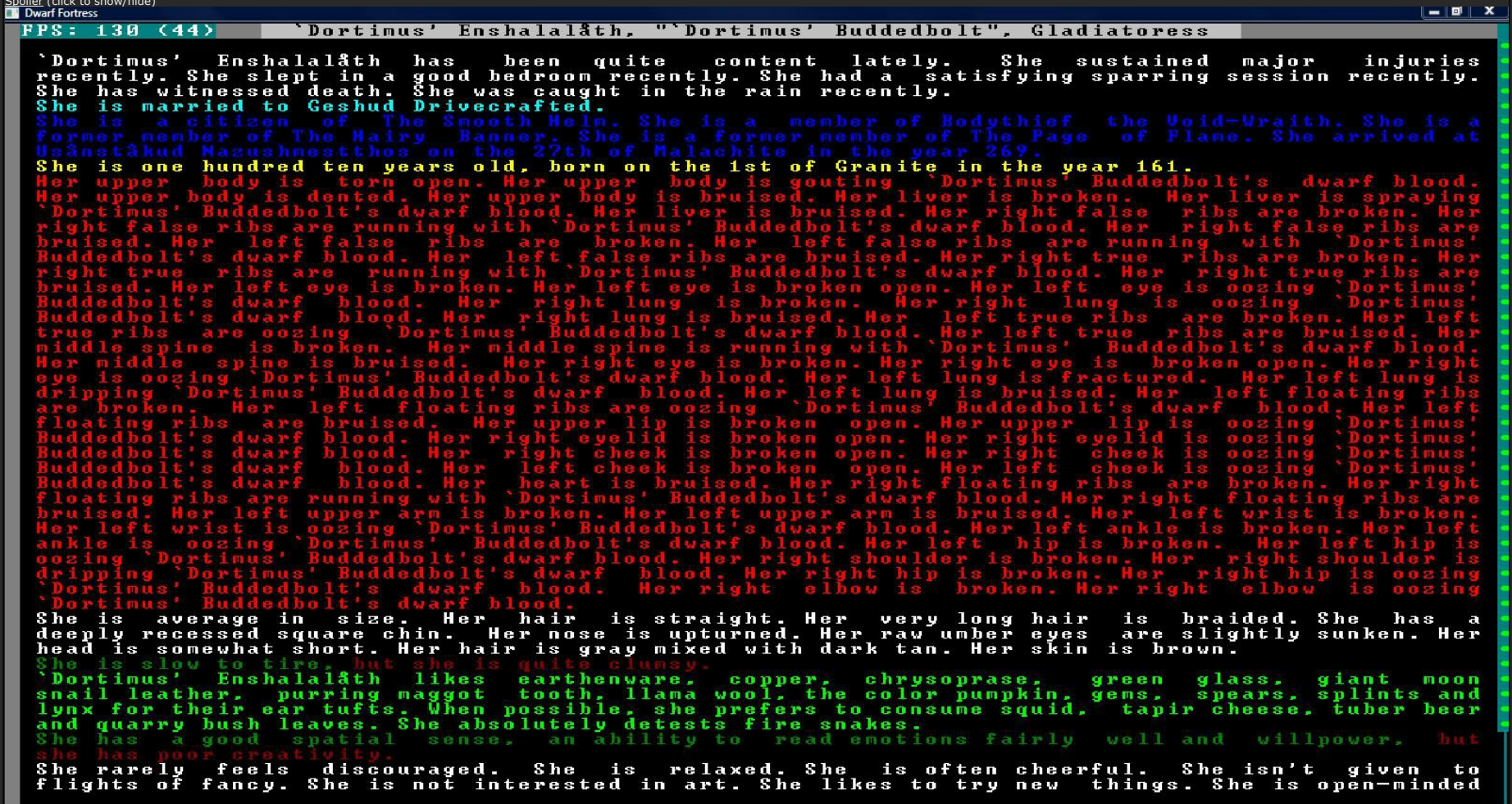
Here we have Scaliper dying horribly after leading away these Voidspawn from the main group.
[Spoiler](#) (click to show/hide)



Here we have Me, NCommander, and Prosnorkulus fighting the enemy in a Last stand. During this, NCommander's child was brutally whipped to death, and some Plaguebearer preformed a breath attack that started the fires that killed many.
[Spoiler](#) (click to show/hide)



Here we have AseaHeru the pot thrower inside a cage. He was caught outside when the Voidspawn attacked, and he happened to fall unconscious on a cage trap, saving his life. Well, he was turned into a Thrall later on, but that's beside the point.
[Spoiler](#) (click to show/hide)



Here we have Dortimus, the ultimate punching bag. For some odd reason, 2 entire squads went for her. After she fell unconscious, they all proceeded to break all of her ribs repeatedly for 2 ingame days before one of them headshotted her.
[Spoiler](#) (click to show/hide)

The Voidspawn Plaguebringer Axeman misses The Stonemurderer!
The Voidspan Thrall Axeman misses The Stonemurderer!
The Stonemurderer bites The Voidspan Thrall Axeman in the head, tearing the muscle!
The Stonemurderer latches on firmly!
The Voidspawn Plaguebringer Axeman misses The Stonemurderer!
The Stonemurderer shakes The Voidspan Thrall Axeman around by the head, tearing apart the head's fat and bruising the muscle!
The Voidspawn Plaguebringer Axeman strikes at The Stonemurderer but the shot is blocked!
The Stonemurderer shakes The Voidspan Thrall Axeman around by the head, tearing apart the head's muscle!
An artery in the head has been opened by the attack!
The Voidspawn Plaguebringer Axeman misses The Stonemurderer!
The Voidspan Thrall Axeman misses The Stonemurderer!
The Stonemurderer shakes The Voidspan Thrall Axeman around by the head, tearing apart the head's muscle!
An artery in the head has been opened by the attack!
The Voidspan Thrall Axeman misses The Stonemurderer!
The Voidspawn Plaguebringer Axeman misses The Stonemurderer!
The Stonemurderer stabs The Voidspan Thrall Axeman in the lower body with his Uzolostath, tearing the muscle and tearing the guts!
An artery has been opened by the attack!
→'Ulborb' Limulatol Azuzdastot Zikel, Stonemurderer has bled to death.

Here we have Ulborb fighting valiantly against the beasts. He died from the fires.

Total casualty list:
AnimaRytak
Ulborb
NCommander
Scaliper
Dortimus
Prosnorkulus

Zefon Sholidzuntir, NCommander's newborn child.
The Mad Fool
AseaHeru (Became a Thrall)
Vendix (from a random cave in that happened afterwards)
A couple of cats
Metric shit tons of voidspawn.

Sad but that's MurderMachines.

Quote

And most tragically, we lost the iron bridge infront of the entrance. :(
But how?!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **May 07, 2014, 01:28:54 pm**

If the bridge was down it probably got wrecked. I think Voidspawn are all buildingdestroyers, aren't they?

Failing that, the breath attack may have been enough, though i'm not sure about that. Can't dragonfire wreck things it's hot enough to melt?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **May 07, 2014, 05:23:59 pm**

I neglected to mention a sudden rainstorm had caused, due to the very hot fires, random steam explosions during the skirmish, which contributed to the death cause by melting things further. The explosions might've wrecked the bridge.

Anyway, I'm going to give the siege another shot, hopefully without the death of the Voidgod. If the same thing occurs- or if something even WORSE happens, then i'll go along with it.

I shall return to you with the update in a couple of hours.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **May 07, 2014, 05:32:11 pm**

Good GOD.

You're telling me that our military died in battle against abominations spawned from the void amidst a heavy rainstorm that was reacting with eldritch fire to fill the battlefield with the choking smoke of the burning foulness surrounding the fortress and while being blasted to pieces by explosions of superheated steam?

I'd have been cool if you'd just continued, that's quite possibly the most metal thing that has happened to Murdermachines.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **May 07, 2014, 05:37:01 pm**

Quote from: kefkakrazy on May 07, 2014, 05:32:11 pm
Good GOD.

You're telling me that our military died in battle against abominations spawned from the void amidst a heavy rainstorm that was reacting with eldritch fire to fill the battlefield with the choking smoke of the burning foulness surrounding the fortress and while being blasted to pieces by explosions of superheated steam?

I'd have been cool if you'd just continued, that's quite possibly the most metal thing that has happened to Murdermachines.

To be honest, I was looking for a way to make an alternate file in the case you guys wanted me to continue. There was probably one, but I didnt think in time. Oh well, the same thing will probably happen again.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **May 07, 2014, 11:04:57 pm**

*Journal of Saber Idarban Elbelsolz Zan, Saborian:
22nd of Felsite, 271*

This siege may very well be the death of Murdermachines. Right now, the stupid voidspawn made a fire inside the walls that they cannot pass until its out, giving me time to write in my journal. We have 3 confirmed fatalities on our side, possible more. I DID see Scaliper run off somewhere, chased off by voidspawn. I have no idea if she is alive or not, but my guess is dead. I also saw NCommander's newborn die right in her arms. Poor woman... She's bawling her eyes out one moment and swearing vengence against the voidspawn the next.

Before the fire, We were killing off some assorted voidspawn Drones and Thralls, lead by Anima. During this, I saw Anima get bitten in the foot by a voidspawn. I think thats when it happened...

Spoiler (click to show/hide)
his Langgudked, jamming the bone through the left shoulder's muscle and fracturing the left shoulder's bone!
The VoidGod collides with The Voidspan Thrall Lasher!
The Voidspan Thrall Lasher is knocked over and tumbles backward!
The VoidGod bashes The Voidspan Thrall Lasher in the left lower arm with his Langgudked, fracturing the bone!
The VoidGod bashes The Voidspan Thrall Lasher in the upper body with his Langgudked, bruising the muscle and bruising the liver!
The Voidspan Thrall Lasher misses The VoidGod!
The VoidGod bashes The Voidspan Thrall Lasher in the upper left back teeth with his Langgudked and the severed part sails off in an arc!
The Voidspawn Soldier Axe Lord bites The VoidGod in the left foot from behind, tearing the muscle through the («*brown recluse spider silk sock*»)?
Abyssal taint is injected into the The VoidGod's dwarf blood!
The Voidspawn Soldier Axe Lord latches on firmly!
→The Voidspan Thrall Lasher misses The VoidGod!
s: Search
z: Zoom to location
Announcement Date: 20th Felsite, 271

After the fighting, Anima, The Mad Fool, and NCommander went to our hospital, to nurse some wounds. After 5 hours or so of waiting, I receive word from AtomicAvocado of Anima's transformation.

Spoiler (click to show/hide)
'Yuli Ulası' Tulonrifot, militia captain has entered a martial trance!
'Ringo' Alāthborlon, Vessel; Sheriff has been found dead.
'AnimaRytak' Sākzulūz Akamēzum, VoidGod has transformed into a voidspan thrall!
'Yuli Ulası' Tulonrifot, militia captain has left the martial trance.

The manager, having some sense, sealed the door immediately. Only thing is, NCommander and The Mad Fool were in there when the door was sealed. "Lucky, they are armed," I'm told. Anima dropped his weapons and such and is fighting hand to hand. Armok preserve those two.

I think the fires are dying down. I must return to my post.

24nd of Felsite, 271
The Voidgod is dead. After 2 days of fighting it out with NC and The Mad Fool, I decided to step in. The Voidgod looked pitiful in this state.
So I released him from his suffering.
Spoiler (click to show/hide)

The Saborian stabs The VoidGod in the upper body with her adamantine short sword, tearing the muscle and tearing apart the liver!
An artery has been opened by the attack!
The Saborian slashes The VoidGod in the left upper arm with her adamantine short sword and the severed part sails off in an arc!
The Saborian slashes The VoidGod in the right lower arm with her adamantine short sword, tearing apart the muscle!
An artery has been opened by the attack!
→'AnimaRytak' Sākzulūz Akamēzum, VoidGod has bled to death.

Funny, I remember the lost souls in the abyss telling me the Voidgod was unkillable. Yet he lost whatever the dwarf equal to humanity he had left when a drone bit him in the foot. I also remember him putting me in this body in the first place.

Hehehe... AHAHAHAH!

ISNT KARMA A BITCH??

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **peregarrett** on **May 07, 2014, 11:39:45 pm**

Holy shit.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Grombardrim** on **May 08, 2014, 02:25:17 am**

That is fucking wonderful. If you savescum that, I swear to Anima bad things will happen to you.

If I was any good at action poses, I would drawfag the fuck outta that ^_^

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **May 08, 2014, 09:04:38 am**

No, i'm keeping this one. This one might be better than the last one, probably because I got the pleasure of killing Anima this time, so i'm cool with it.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **peregarrett** on **May 08, 2014, 09:41:15 am**

Quote from: TheSaberTooth on May 08, 2014, 09:04:38 am
No, i'm keeping this one. This one might be better than the last one, probably because I got the pleasure of killing Anima this time, so i'm cool with it.

Maybe give a third try? What if it'll beat those both in awesomeness?

At least Peregarrette is alive and can be a core of new army. Beware my mighty spear! (She's speardwarf, right?)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **May 08, 2014, 09:58:07 am**

I think that losing Anima for the third time will probably prove to be the death of this fortress. Really, I suggest shutting ourselves in and building some automated defenses.

Also, how did the Voidspawn make a fire?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **May 08, 2014, 12:07:10 pm**

Explosives, apparently something that comes with them has a breath weapon that causes ignition.

Also...

We've been bantering about the VG getting enthralled literally since the first time Anima brought him in. Thank Armok he put down his weapons (and that presumably Voidspawn enthralling doesn't, apparently, respect your original stats) because otherwise this would have been an extinction-level event.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **May 08, 2014, 04:21:38 pm**

Quote from: peregarrett on May 08, 2014, 09:41:15 am
[quote
Maybe give a third try? What if it'll beat those both in awesomeness?
At least Peregarrette is alive and can be a core of new army. Beware my mighty spear! (She's speardwarf, right?)
I dont think she was in the fighting, but I could be wrong.
Quote from: Dwarf4Explosives on May 08, 2014, 09:58:07 am
I think that losing Anima for the third time will probably prove to be the death of this fortress. Really, I suggest shutting ourselves in and building some automated defenses.
Also, how did the Voidspawn make a fire?
A Plaguebearer's miasma attack can, apparently, set things ablaze.
Quote from: kefkakrazy on May 08, 2014, 12:07:10 pm
Explosives, apparently something that comes with them has a breath weapon that causes ignition.
Also...
We've been bantering about the VG getting enthralled literally since the first time Anima brought him in. Thank Armok he put down his weapons (and that presumably Voidspawn enthralling doesn't, apparently, respect your original stats) because otherwise this would have been an extinction-level event.
Anima DID put down his weapons and armor, but I believed he would still have his godly stats, which is why I jumped the gun and forbid the hospital door. Apparently, his stats were re-averaged when he turned, so even If I hadn't stepped in, NC and TMF would have killed him eventually.
Moreover, since Anima has had his... accident, I propose we elect Saber as the new Militia commander. NOT just because she is mine, but because she is certainly capable and she DID get the finishing blow on Anima.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **May 08, 2014, 11:38:15 pm**

How did Ringo fare? (I know he's the head of the fort guard, but he might've been fighting for all I know.)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **May 09, 2014, 11:36:41 am**

I kind of have to second making Saber the new militia commander, if only because it's the only dwarf in the history of dwarf who can boast *actually killing the Void God*.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AoshimaMichio** on **May 09, 2014, 02:16:49 pm**

Quote from: kefkakrazy on May 09, 2014, 11:36:41 am
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While it is quite notable achievement, I predict bad things will eventually happen to her. No one kills Void God without consequences...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **May 09, 2014, 03:44:57 pm**

Quote from: AoshimaMichio on May 09, 2014, 02:16:49 pm
While it is quite notable achievement, I predict bad things will eventually happen to her. No one kills Void God without consequences...
Nobody lives in Murdermachines without something bad happening to them. :P
Quote from: CaptainMcClellan on May 08, 2014, 11:38:15 pm
How did Ringo fare? (I know he's the head of the fort guard, but he might've been fighting for all I know.)
About that... He might have charged blindly into a Plaguebearer who breathed its deadly fumes, starting the fires which decimated both him and a nearby squad.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **May 09, 2014, 04:18:46 pm**

Quote from: TheSaberTooth on May 09, 2014, 03:44:57 pm
Quote from: CaptainMcClellan on May 08, 2014, 11:38:15 pm
How did Ringo fare? (I know he's the head of the fort guard, but he might've been fighting for all I know.)
About that... He might have charged blindly into a Plaguebearer who breathed its deadly fumes, starting the fires which decimated both him and a nearby squad.

I should have predicted as much. Terry would never let me be the one to slay the VoidSpawn since I am not fighting for the joy of the slaughter. I suppose I shall have to select a new vessel and have him trained and equipped.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **May 09, 2014, 04:21:38 pm**

Quote from: TheSaberTooth on May 09, 2014, 03:44:57 pm
Quote from: AoshimaMichio on May 09, 2014, 02:16:49 pm
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Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Shaggard** on **May 09, 2014, 07:14:07 pm**

Damn, the chaos is up three notches since last I checked. That troll that tossed Shaggard into the lake may very well have been doing him a mercy.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **May 10, 2014, 06:48:33 pm**

(Dorfinator is being updated with the dead)
Journal of Saber Idarban Elbelsoloz Zan, Godslayer:
27th of Felsite

As of right now, the death count is 8 or more. The damned Voidspawn hit us hard this siege. I dont intend to let this happen again. We are in need of a new Militia commander and a new Captain of the Guard, so I accepted the position of commander.

I lifted the lockdown and everybody rushed out to grab stuff, collect bodies, and reload cages. Speaking of cages, one of the miners narrowly escaped death by falling unconscious on our very own cage traps.
Spoiler (click to show/hide)
Dwarf Fortress

FPS: 130 (47)

(-dwarf (8) cage (chestnut)-)

Weight: 89f

Basic Value: 20*

Contents:

Doler Regrab, Miner

f: Forbid

d: Dump h: Hide

v: Description

-+/*=: Scroll

Set Follow Hotkey (F1 etc.): None

Enter: View selected

He has some broken bones, but when the people get around to releasing him, he'll be fine.
Spoiler (click to show/hide)
His right hip is broken. His right foot is fractured. His right foot is torn open. His right foot is dented.
AseaHeru, however, was not as lucky. He too, fell unconscious on a cage. But he was poisoned with the taint of the spawn. When I checked, he was just like any other Thrall. Just like Anima.

7st of Hematite, 271
It is summer now, and holy ducks.
Spoiler (click to show/hide)

An animal has grown to become a Stray Duck.
An animal has grown to become a Stray Drake.
An animal has grown to become a Stray Duck.
An animal has grown to become a Stray Drake.
An animal has grown to become a Stray Duck.
An animal has grown to become a Stray Drake.
An animal has grown to become a Stray Duck.

x3
x2
x2

And another thing. People have been calling me "Godslayer" when they address me ever since I killed Anima. Oh well. I've also enlisted some random peasants into the military in the hopes the will survive long enough to be something.

Other than the merchants leaving, nothing much is going on.

Page ends here

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Grombardrim** on **May 11, 2014, 05:09:52 am**

Murdermachines: Returne of the Netherfowl, anyone?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **May 11, 2014, 10:30:23 am**

Time to start repopulating the arena. Actually, why haven't we entered hell yet? The demons would provide a fairly good distraction for the Voidspawn, and we could finally do what the Deathgates were created for; populating hell with our own brand of horror, i.e. the common dwarf.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Grombardrim** on **May 11, 2014, 10:44:50 am**

Hmm. There's an idea. Assuming we can find multiple adamantine shafts, we create a first breach that leads straight to the surface (and, hopefully, ONLY to the surface), thus setting the legions of Hell loose on our foes. At the same time, we create our own entrance deeper and closer to home, and then relocate.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **May 11, 2014, 07:38:37 pm**

Wait... If we haven't breached hell yet, how did we get Langguked, Anima's *Slade* warhammer?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **May 11, 2014, 08:55:39 pm**

Quote from: TheSaberTooth on May 11, 2014, 07:38:37 pm
Wait... If we haven't breached hell yet, how did we get Langguked, Anima's *Slade* warhammer?

A father's graduation present to his son?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AoshimaMichio** on **May 12, 2014, 11:04:21 am**

Quote from: TheSaberTooth on May 09, 2014, 03:44:57 pm
Quote from: AoshimaMichio on May 09, 2014, 02:16:49 pm
While it is quite notable archievement, I predict bad things will eventually happen to her. No one kills Void God without consequences...
Nobody lives in Murdermachines without something bad happening to them.
Well, obviously the bad things I'm referring to are BAD THINGS by Murdermachines standards.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **May 12, 2014, 12:19:26 pm**

Quote from: AoshimaMichio on May 12, 2014, 11:04:21 am
Well, obviously the bad things I'm referring to are BAD THINGS by Murdermachines standards.
Only time shall tell. The fort will probably be raped by the FB's down under soon.
Quote from: Lolfail0009 on May 11, 2014, 08:55:39 pm
A father's graduation present to his son?
Terry- YoU'Ve BeEn A vErY GOOD bOy, AnImA, sO hErE'S a SLADE WARHAMMER, noW go FUCK oFf.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **May 12, 2014, 12:34:55 pm**

I think we should dorf Terry's new son as AnimaRytak. You know, so he'll be both Terry's first- and secondborn. If we do, then can we please train him to ridiculous skill levels "naturally"?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **May 12, 2014, 01:00:36 pm**

Quote from: Dwarf4Explosives on May 12, 2014, 12:34:55 pm
I think we should dorf Terry's new son as AnimaRytak. You know, so he'll be both Terry's first- and secondborn. If we do, then can we please train him to ridiculous skill levels "naturally"?
It seems like the only logical conclusion there. And that's coming from the guy who is attempting to bring order and justice to this madness.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **May 12, 2014, 09:51:06 pm**

I'll be sure to remember to name the child after Anima when I play later

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **May 15, 2014, 06:27:41 pm**

Journal of Saber Idarban Elbelsoloz Zan, Godslayer:
20th of Hematite, 271

It would appear I was not informed of Lanami's projectile attacks.
Spoiler (click to show/hide)



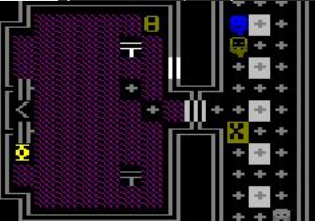
The broker jumps away from The spinning forgotten beast frozen extract!
The broker slams into an obstacle!
The broker's first toe, left foot takes the full force of the impact, shattering the bone through the (rope reed fiber robe)!
The broker gives in to pain.
The Forgotten Beast grabs The broker by the second finger, right hand with its right upper arm!
The Forgotten Beast releases the grip of The Forgotten Beast's right upper arm on The broker's second finger, right hand.
The spinning forgotten beast frozen extract strikes The broker in the right hand, fracturing the bone through the (sheep wool right glove)!
The Forgotten Beast grabs The broker by the second toe, right foot with its left lower arm!
The Forgotten Beast releases the grip of The Forgotten Beast's left lower arm on The broker's second toe, right foot.
→The Forgotten Beast punches The broker in the head with its right hand, bruising the muscle, jamming the skull through the brain and tearing apart the brain!
The broker is propelled away by the force of the blow!
The broker's right lower leg skids along the ground, bruising the bone through the (rope reed fiber robe)!
The broker slams into an obstacle!

Drat. There goes SanDiego our broker. Luckily I found someone else to replace him in minutes. I will have to devise another strategy for dealing with these beasts.

And the Elven merchants appear to be retarded. Very retarded.
Spoiler (click to show/hide)



And APPARENTLY nobody wants to touch Anima's corpse, because its ROTTING.
[Spoiler \(click to show/hide\)](#)



This wont do at all. We dont need the ghost of an angry god coming to murder us- Although, this place has probably been through worse than that. I hear tales of kobolds and something called "Ambassador" from some of the older residents. Hmm.

27th of Hematite, 271

[Spoiler \(click to show/hide\)](#)

Page 1/1 FPS: 130 (45) Dwarf Fortress 27th Hematite, 271

The Stray Water Buffalo Bull grabs The Nanny Goat by the lower body with his left front leg!
The Stray Water Buffalo Bull misses The Stray Goat Kid!
The Stray Water Buffalo Bull grabs The Nanny Goat by the right horn with his right rear leg!
The Nanny Goat gores The Stray Water Buffalo Bull in the right horn with her right horn, but the attack glances away!
The Stray Water Buffalo Bull stands up.
The Stray Water Buffalo Bull attacks The Stray Goat Kid but She jumps away!
The Stray Water Buffalo Bull attacks The Stray Mule but He jumps away!
The Stray Water Buffalo Bull stands up.
The Stray Water Buffalo Bull grabs The Stray Mule by the left rear hoof with his right front leg!
The Nanny Goat attacks The Stray Water Buffalo Bull but He rolls away!
The Stray Water Buffalo Bull stands up.
The Stray Water Buffalo Bull attacks The Stray Goat Kid but She jumps away!
The Nanny Goat kicks The Stray Water Buffalo Bull in the right front leg with her right front hoof, bruising the muscle!
The Stray Water Buffalo Bull stands up.
The Stray Water Buffalo Bull attacks The Stray Goat Kid but She jumps away!
The Stray Water Buffalo Bull attacks The Stray Mule but He jumps away!
The Nanny Goat gores The Stray Water Buffalo Bull in the tail with her left horn, bruising the muscle!
The Stray Water Buffalo Bull stands up.
The Stray Water Buffalo Bull attacks The Stray Mule but He jumps away!
The Stray Water Buffalo Bull attacks The Stray Mule but He jumps away!
The Stray Water Buffalo Bull stands up.
The Stray Water Buffalo Bull stands up.
The Stray Water Buffalo Bull gores The Stray Mule in the lower body with his left horn, bruising the muscle and bruising the guts!
The Stray Water Buffalo Bull grabs The Nanny Goat by the right ear with his right rear leg!
The Stray Water Buffalo Bull attacks The Stray Mule but He rolls away!
The Stray Water Buffalo Bull grabs The Alpaca by the right front foot with his right front leg!
The Stray Water Buffalo Bull gores The Stray Mule in the upper body with his left horn, bruising the muscle and bruising the left lung!
The Stray Water Buffalo Bull grabs The Stray Mule by the tail with his left front leg!
→The Stray Water Buffalo Bull grabs The Stray Donkey by the tongue with his right front leg!

I swear. Some of the grazers here fight better than "trained" goblins. Good thing water buffaloes dont rule goblin kingdoms or it might get-
What the hell am I saying???

page ends here

Nothing interesting is happening at the moment. That will probably change soon.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **SanDiego** on **May 16, 2014, 10:17:30 am**

Quote from: TheSaberTooth on May 15, 2014, 06:27:41 pm

Journal of Saber Idarban Elbelsoloz Zan, Godslayer:
20th of Hematite, 271

It would appear I was not informed of Lanami's projectile attacks.
[Spoiler \(click to show/hide\)](#)



The broker jumps away from The spinning forgotten beast frozen extract!
The broker slams into an obstacle!
The broker's first toe, left foot takes the full force of the impact, shattering the bone through the (rope reed fiber robe)!
The broker gives in to pain.
The Forgotten Beast grabs The broker by the second finger, right hand with its right upper arm!
The Forgotten Beast releases the grip of The Forgotten Beast's right upper arm on The broker's second finger, right hand.
The spinning forgotten beast frozen extract strikes The broker in the right hand, fracturing the bone through the (sheep wool right glove)!
The Forgotten Beast grabs The broker by the second toe, right foot with its left lower arm!
The Forgotten Beast releases the grip of The Forgotten Beast's left lower arm on The broker's second toe, right foot.
→The Forgotten Beast punches The broker in the head with its right hand, bruising the muscle, jamming the skull through the brain and tearing apart the brain!
The broker is propelled away by the force of the blow!
The broker's right lower leg skids along the ground, bruising the bone through the (rope reed fiber robe)!
The broker slams into an obstacle!

Drat. There goes SanDiego our broker. Luckily I found someone else to replace him in minutes. I will have to devise another strategy for dealing with these beasts.

This time, I was positive I wouldn't die some terrifying death. I mean, broker, they don't get even *remotely* close to ancient horrors, right?

Pls redorf as someone more durable.

By the way, how the hell did I end up fighting a forgotten beast?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **May 16, 2014, 11:56:36 am**

Weren't you part of the operation to drop parts of the ceiling onto the FBs?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **May 16, 2014, 01:51:43 pm**

Quote from: Dwarf4Explosives on May 16, 2014, 11:56:36 am

Weren't you part of the operation to drop parts of the ceiling onto the FBs?

HAH.

If I'm reading that correctly, while he was trying to set up the ceiling drops, he found out the hard way that the FB had a projectile blast attack, and it looks like SanDiego dodged it like a true dorf: right off the ledge.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **May 16, 2014, 03:57:05 pm**

Quote from: SanDiego on May 16, 2014, 10:17:30 am
This time, I was positive I wouldn't die some terrifying death. I mean, broker, they don't get even *remotely* close to ancient horrors, right?

Pls redorf as someone more durable.

By the way, how the hell did I end up fighting a forgotten beast?
Well you apparently were a miner, and I needed to mine a couple squares, so you obliged. Read below to see how you "fell" into a pickle.
Quote from: Dwarf4Explosives on May 16, 2014, 11:56:36 am
Weren't you part of the operation to drop parts of the ceiling onto the FBs?
Who, SanDiego? -.
Quote from: kefkakrazy on May 16, 2014, 01:51:43 pm
HAH.
If I'm reading that correctly, while he was trying to set up the ceiling drops, he found out the hard way that the FB had a projectile blast attack, and it looks like SanDiego dodged it like a true dorf: right off the ledge.
Exactly. Our little Lanami had shot a deadly glob projectile at SanDiego, causing him to dodge off the edge. When Lanami did that, Big Bad Baru closed in for the kill, landing a punch on his skull. What I find funny is Baru is basically a T-rex, so his arms *should* be tiny, yet he falcon-punched Diego in the face.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **SanDiego** on **May 16, 2014, 05:52:43 pm**

Quote from: TheSaberTooth on May 16, 2014, 03:57:05 pm
Quote from: SanDiego on May 16, 2014, 10:17:30 am
This time, I was positive I wouldn't die some terrifying death. I mean, broker, they don't get even *remotely* close to ancient horrors, right?

Pls redorf as someone more durable.

By the way, how the hell did I end up fighting a forgotten beast?
Well you apparently were a miner, and I needed to mine a couple squares, so you obliged. Read below to see how you "fell" into a pickle.
Shit, I was a *broker*. My primary line of defense was being nowhere dangerous. How did I end up a miner?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **May 16, 2014, 06:57:45 pm**

Quote from: SanDiego on May 16, 2014, 05:52:43 pm
Quote from: TheSaberTooth on May 16, 2014, 03:57:05 pm
Quote from: SanDiego on May 16, 2014, 10:17:30 am
This time, I was positive I wouldn't die some terrifying death. I mean, broker, they don't get even *remotely* close to ancient horrors, right?

Pls redorf as someone more durable.

By the way, how the hell did I end up fighting a forgotten beast?
Well you apparently were a miner, and I needed to mine a couple squares, so you obliged. Read below to see how you "fell" into a pickle.
Shit, I was a *broker*. My primary line of defense was being nowhere dangerous. How did I end up a miner?
Haha! Overconfidence! Hubris is the downfall of about a little over half of all MurderMachines dwarves. Have I been redorfed yet?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **May 16, 2014, 07:49:23 pm**

I havent redorfed anyone yet, but soon I shall.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **GentlemanRaptor** on **May 17, 2014, 03:34:07 pm**

I keep going away and coming back, and each time, the newest page gives me a fresh round of what the fuck. Can somebody recap what exactly is going on now? I'm confused.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **May 18, 2014, 02:42:15 am**

Well, the last time the fortress fell, the Void God returned in an even more powerful form.

During the current turn, the fort was attacked by approximately *all the voidspawn ever complete with freaking fire breath* and the Void God got thralled. So he got dead again.

Also, overseer was trying to kill/capture some FBs with cavein bombs and he found out the hard way that one of them had a ranged attack; SanDiego, who should have been safe (as the Broker) dorf-dodged his way into the pit and got a little bit eaten.

So, fairly typical shenanigans for Murdermachines. At the rate we're going the Void God is going to have a higher death count than the damn fort. And I wouldn't have it any other way.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **May 21, 2014, 01:07:24 pm**

Terribly sorry about the wait for the next update, I was halfway done with it yesterday when suddenly work. I shall finish later afternoon

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **May 21, 2014, 07:47:32 pm**

*Journal of Saber Idarban Elbelsoloz Zan, Godslayer:
10th of Malachite, 271*

You know, this doesnt solve the problem.
[Spoiler](#) (click to show/hide)



I can already feel Anima's poltergeist trying to murder me. Anyway, around here, things get done. But not the *right* things. For example, Deler the miner is STILL stuck inside a cage, waiting to be freed, but NOBODY is trying to save him, but they give him FOOD AND WATER for Terry's sake.

[Spoiler](#) (click to show/hide)

FPS: 131 <30> Deler Regrab, "Deler Glovedglow", Miner
Deler Regrab has been unhappy lately. He has been dehydrated lately. He has complained of thirst lately. He has been tired lately. He received food recently. He has been satisfied at work lately. He was caught in the rain recently. He is depressed about being confined. He sustained major injuries recently.

13th of Malachite, 271
[Spoiler](#) (click to show/hide)



How in the hell did she get stuck in there. Gods damn it all. I've ordered the miners to dig her a way out, though I doubt they will get there in time.

Spoiler (click to show/hide)

→The fortress attracted no migrants this season.

I WONDER WHY.

I took a stroll to let off some anger when suddenly I see Kyh sleeping in her room, apparently having a nightmare, and I ALSO see a male figure standing over her with an aura of some kind of magic forming around them. I drew my sword and approached the room, but the haunt disappeared before I got to him. Kyh awoke and told me that she was being tormented by her spouse in her nightmares. She says she is fine, but I worry that haunt will break her, and we have enough problems already.

20th of Malachite, 271

OH MY GODS. I was eating a particularly good piece of meat when SUDDENLY someone tells me its VOIDSPAWN meat. When I question the butcher, she told me she had found out a nice recipe for voidspawn meat. When I look inside, I see ANIMARYTAK'S BUTCHERED CORPSE INSIDE THE DAMN SHOP.

Spoiler (click to show/hide)



Not only did I KILL Anima, I ATE him. I feel like an elf now. I'm going to go take a bath. And eat the soap.

Page ends here.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**

Post by: **peregarrett** on **May 22, 2014, 12:04:20 am**

That's just epic!
When sone moody dwarf demands bones - forbid everything except Anima's carcass, so we'll get a Voidgod bone scepter or something.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**

Post by: **Grombardrim** on **May 22, 2014, 01:32:45 am**

This is a Void God Burger. All craftsddwarfship is of the highest quality. It is encircled with bands of Void God brain and menaces with spikes of Void God bone.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**

Post by: **SanDiego** on **May 22, 2014, 12:24:01 pm**

So, you've killed AND eaten Anima? I love you.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**

Post by: **TheSaberTooth** on **May 22, 2014, 02:41:38 pm**

Quote from: Grombardrim on May 22, 2014, 01:32:45 am
This is a Void God Burger. All craftsddwarfship is of the highest quality. It is encircled with bands of Void God brain and menaces with spikes of Void God bone.

This needs to be in the Quote section.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**

Post by: **kefkakrazy** on **May 22, 2014, 03:00:14 pm**

you...

ate...

the void god.

You **ate** the void god.

You ATE the void god.

You ate **THE VOID GOD**.

NO NO IT DOESN'T MAKE SENSE NO MATTER HOW I TYPE IT
WHY DOES THE WORLD BROKEN

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**

Post by: **CaptainMcClellan** on **May 22, 2014, 08:40:35 pm**

Wait. Doesn't that mean you have his powers now?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**

Post by: **kefkakrazy** on **May 23, 2014, 09:15:32 am**

NO IT MEANS THAT WHEN TERRY GETS BACK HE GON BE SUPER RIPSHIT PISSSED OFF

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**

Post by: **Terry, Twisted Darkness** on **May 23, 2014, 11:24:21 am**

Quote from: kefkakrazy on May 23, 2014, 09:15:32 am
NO IT MEANS THAT WHEN TERRY GETS BACK HE GON BE SUPER RIPSHIT PISSSED OFF

alternating hiccuping and giggling

Who do you think caused the whole thing to happen?
Experimentation is fun!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**

Post by: **Lolfail0009** on **May 23, 2014, 11:27:19 am**

Quote from: Terry, Twisted Darkness on May 23, 2014, 11:24:21 am
Quote from: kefkakrazy on May 23, 2014, 09:15:32 am
NO IT MEANS THAT WHEN TERRY GETS BACK HE GON BE SUPER RIPSHIT PISSSED OFF

alternating hiccuping and giggling

Who do you think caused the whole thing to happen?
Experimentation is fun!

Up next on: Notifications that turned out simultaneously far better and worse than expected.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AoshimaMichio** on **May 23, 2014, 03:02:19 pm**

Quote from: TheSaberTooth on May 21, 2014, 07:47:32 pm
Not only did I KILL Anima, I ATE him. I feel like an elf now. I'm going to go take a bath. And eat the soap.
This is golden! I can't wait for next unexpected horrible blasphemy against everything to happen.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **May 24, 2014, 08:39:11 am**

Why...Just...why?

Seriously. Why would you do such a disturbing thing? And what was wrong with that butcher that stopped her from realizing how bad an idea doing that was? Does she have a death wish or something?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **May 24, 2014, 08:59:52 am**

But we don't *know* who the butcher was, meaning nothing can happen to him/her.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **May 24, 2014, 08:32:15 pm**

*Journal of Saber Idarban Elbelsoloz Zan, Godslayer:
25th of Malachite, 271*

Spoiler (click to show/hide)

**The Human Pabat Sporrerakbin Mobmurulac has come!
A medium-sized creature prone to great ambition.**

Press Enter to close window

I'm laughing so hard its difficult to write. She is chasing a Water buffalo it seems. Time to put the dog down.

Blast, she left before anyone could get there. I would've liked to hang her pelt on my wall. You know, because why not? Meanwhile, Josh the Hawk's situation isnt looking very well. She is still stuck in here hole, hunting for vermin that arent there, and she, nor the miners, will dig her out. I'm not the one to blame if she dies of starvation.

Oh wait, Urist Mckiller dug her out. Hooray.

In other news, I disbanded Chaosmaker's squad and put him in charge of the Fortress guard and gave him some new recruits. I have a strange feeling we will need the guard soon. Oh and I also ordered Aseaheru to be thrown to the forgotten beasts. So far its only running away.

5th of Galana, 271
Spoiler (click to show/hide)

**It has started raining.
Deler Regrab, Miner has been missing for a week.
→Mafo! Gósmérkûbuk, Recruit is taken by a fey mood!**

Great, another useless item. And Deler is dead. He survived the voidspawn, but he couldnt outrun hunger.

Spoiler (click to show/hide)

→Mafo! Gósmérkûbuk has claimed a Crafts Dwarf's Workshop.

I was right. Damn it all. I'm still tramatized about the whole eating Anima thing, but I SWEAR to Armok, I saw him near the beacon. This could be bad for me.

And the human caravan is here. Eh, why not? Better than the elves.

14th of Galana, 271
The moody dwarf is finally building something. Lets wait and see how useless it is. I'm betting a couple barrels of beer that it will be useless.
Spoiler (click to show/hide)

**Mafo! Gósmérkûbuk, Recruit has created Egenîdath,
a dog bone throne!**

Press Enter to close window

Well, if it was made out of voidspawn bone, I'd lose my beer.

end of page

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **May 25, 2014, 03:10:05 am**

I'm itching to get my hands on another body. Anything you can do to oblige fine Saborian?

((Translation, re-dwarf me pretty soon please. As a male. Profession irrelevant.))

Also, I am a bit disappointed to be replaced as the Chief of the Guard. Moreso that I was replaced by that hooligan. Please amend this as soon as we are not all under the threat of immediate death. However, try not to amend it with ChaosMaker's death. It would be bad for business and likely to bring about some sort of retribution on the fort, though why I suspect that of that particular dwarf, I cannot say. Truly this is a mad place...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AoshimaMichio** on **May 25, 2014, 09:47:41 am**

If Anima's meat is turned into fine meal, then what is done to his bones and skin?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **May 25, 2014, 10:51:26 am**

Quote from: CaptainMcClellan on May 25, 2014, 03:10:05 am
I'm itching to get my hands on another body. Anything you can do to oblige fine Saborian?

((Translation, re-dwarf me pretty soon please. As a male. Profession irrelevant.))

Also, I am a bit disappointed to be replaced as the Chief of the Guard. Moreso that I was replaced by that hooligan. Please amend this as soon as we are not all under the threat of immediate death. However, try not to amend it with ChaosMaker's death. It would be bad for business and likely to bring about some sort of retribution on the fort, though why I suspect that of that particular dwarf, I cannot say. Truly this is a mad place...

Ah, I had forgotten that you were COTG, my bad. Luckily I have a reason to demote Chaos which I will reveal later on.

Quote from: AoshimaMichio on May 25, 2014, 09:47:41 am
If Anima's meat is turned into fine meal, then what is done to his bones and skin?

Voidgod bone bolts? Voidgod bone decorated door? Voidgod skin napkins?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **SanDiego** on **May 25, 2014, 11:00:57 am**

Make his bones into weapons and wear his skin. Watch your foes flee in terror and your friends giggle in amusement.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Grombardrim** on **May 26, 2014, 03:34:27 am**

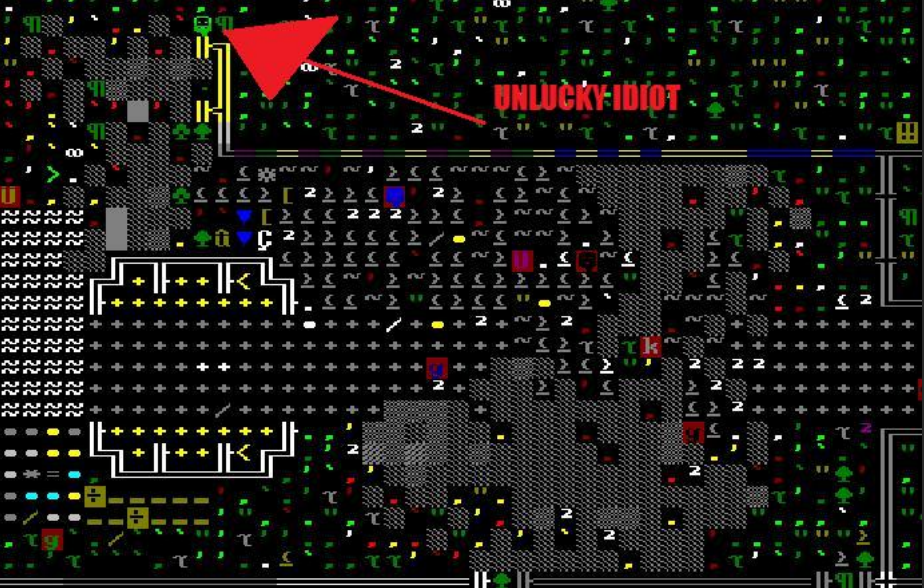
Hmm. Am I alive? If not, requesting redorfing.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **May 26, 2014, 12:23:15 pm**

*Journal of Saber Idarban Elbelsoloz Zan, Godslayer:
25th of Galana, 271*

Voidspawn ambush outside. Sending dwarves to defend.

So apparently the voidspawn burned themselves to retreat. The fires are raging outside the walls and inside and they trapped Baelor outside.
Spoiler (click to show/hide)



Oh great they are coming back for seconds.

Spoiler (click to show/hide)



They caught wind of Baelor and are chasing him around the fires. We are rushing to help. Ulborb and the newly arrived Ringo charged ahead to save Baelor. I think I saw Ringo wielding Langguked.

Spoiler (click to show/hide)



Hopefully he can use it well.

1st of Limestone

We finished the Voidspawn off today with minimal causalities. Me, Ulborb, Ringo, Prosnorkulus, and Microblighted were the only ones who got there in time, but that was enough.

Spoiler (click to show/hide)



Spoiler (click to show/hide)

Page 1/3FPS: 130 (39)Dwarf Fortress1st Limestone, 271

The Swordmaster kicks The Voidspawn Plaguebringer Axeman in the upper body with his right foot, bruising the muscle and shattering the right false ribs!
The Swordmaster is caught in a burst of voidspawn n/a!
The Swordmaster is caught in a burst of voidspawn n/a!
The Swordmaster is caught in a cloud of voidspawn n/a!
The Swordmaster slashes The Voidspawn Plaguebringer Axeman in the upper body with his adamantine short sword, tearing apart the muscle, shattering the left false ribs and tearing apart the heart!
A tendon in the left false ribs has been torn!
The Swordmaster is caught in a cloud of voidspawn n/a!
The Swordmaster stabs The Voidspawn Plaguebringer Axeman in the tail with his adamantine short sword and the severed part sails off in an arc!
The Swordmaster stabs The Voidspawn Plaguebringer Axeman in the right upper arm with his adamantine short sword and the severed part sails off in an arc!
The Swordmaster slashes The Voidspawn Plaguebringer Axeman in the left upper leg with his adamantine short sword and the severed part sails off in an arc!
The Swordmaster slashes The Voidspawn Plaguebringer Axeman in the upper front teeth with his adamantine short sword and the severed part sails off in an arc!
The Swordmaster slashes The Voidspawn Plaguebringer Axeman in the left cheek with his adamantine short sword, tearing it apart!
The Swordmaster is caught in a burst of voidspawn n/a!
The Swordmaster slashes The Voidspawn Plaguebringer Axeman in the lower body with his adamantine short sword, tearing apart the muscle and tearing apart the stomach!
The Swordmaster stabs The Voidspawn Plaguebringer Axeman in the upper body with his adamantine short sword, tearing apart the muscle and shattering the left floating ribs!
A tendon in the left floating ribs has been torn!
The adamantine short sword has lodged firmly in the wound!
The Swordmaster twists the embedded adamantine short sword around in The Voidspawn Plaguebringer Axeman's upper body!
The Swordmaster strikes The Voidspawn Plaguebringer Axeman in the left ear with the pommel of his adamantine short sword, tearing apart the cartilage!
The Voidspawn Plaguebringer Axeman misses The Swordmaster!
The Swordmaster strikes The Voidspawn Plaguebringer Axeman in the left hand with the pommel of his adamantine short sword, bruising the muscle!
The Swordmaster stabs The Voidspawn Plaguebringer Axeman in the left lower arm with his adamantine short sword and the severed part sails off in an arc!
The Swordmaster slashes The Voidspawn Plaguebringer Axeman in the lower body with his adamantine short sword, tearing apart the muscle and tearing apart the pancreas!

Spoiler (click to show/hide)

Page 1/1FPS: 129 (39)Dwarf Fortress1st Limestone, 271

The Godslayer stabs The Voidspan Thrall Axeman in the left upper leg with her adamantine short sword, fracturing the bone!
A tendon has been torn!
The Godslayer slashes The Voidspan Thrall Axeman in the left upper arm with her adamantine short sword and the severed part sails off in an arc!
The Godslayer strikes The Voidspan Thrall Axeman in the lower body with her steel shield, bruising the muscle and bruising the pancreas!
The Godslayer stabs The Voidspan Thrall Axeman in the right foot with her adamantine short sword and the severed part sails off in an arc!
The Godslayer slashes The Voidspan Thrall Axeman in the lower lip with her adamantine short sword, tearing apart the muscle!
The Godslayer slashes The Voidspan Thrall Axeman in the lower body with her adamantine short sword, tearing apart the muscle and tearing apart the stomach!
An artery has been opened by the attack!
The adamantine short sword has lodged firmly in the wound!
The Godslayer slashes The Voidspan Thrall Axeman in the lower body with her adamantine short sword, tearing apart the muscle and spilling its guts!
The adamantine short sword has lodged firmly in the wound!
The Godslayer twists the embedded adamantine short sword around in The Voidspan Thrall Axeman's lower body!

Spoiler (click to show/hide)

Dwarf Fortress

Page 2/3FPS: 122 (39)Dwarf Fortress1st Limestone, 271

The Axe Lord hacks The Voidspan Thrall Maceman in the left upper leg with his adamantine battle axe, tearing apart the muscle!
The adamantine battle axe has lodged firmly in the wound!
The Axe Lord hacks The Voidspan Thrall Lasher in the left lower leg with his adamantine battle axe and the severed part sails off in an arc!
The Axe Lord hacks The Voidspan Thrall Lasher in the upper body with his adamantine battle axe, tearing apart the muscle and shattering the left true ribs!
A tendon in the left true ribs has been torn!
The Axe Lord hacks The Voidspan Thrall Lasher in the left hand with his adamantine battle axe and the severed part sails off in an arc!
The Axe Lord hacks The Voidspan Thrall Lasher in the right hand with his adamantine battle axe and the severed part sails off in an arc!
The Axe Lord strikes The Voidspan Thrall Lasher in the upper body with his Tustzalbekar, bruising the muscle, jamming the right false ribs through the liver and tearing the liver!
The Axe Lord hacks The Voidspan Thrall Lasher in the right lower leg with his adamantine battle axe and the severed part sails off in an arc!
The Axe Lord hacks The Voidspan Thrall Lasher in the upper body with his adamantine battle axe, tearing apart the muscle and tearing apart the heart!
An artery has been opened by the attack!
The adamantine battle axe has lodged firmly in the wound!
The Axe Lord charges at The Voidspan Thrall Axeman!
The Voidspan Thrall Axeman looks surprised by the ferocity of The Axe Lord's onslaught!
The Axe Lord hacks The Voidspan Thrall Axeman in the right foot with his adamantine battle axe and the severed part sails off in an arc!
The Axe Lord collides with The Voidspan Thrall Axeman!
The Voidspan Thrall Axeman is knocked over and tumbles backward!
The Axe Lord strikes The Voidspan Thrall Axeman in the left eyelid with the pommel of his adamantine battle axe, bruising it!
The Axe Lord hacks The Voidspan Thrall Axeman in the right hand with his adamantine battle axe and the severed part sails off in an arc!
The Axe Lord hacks The Voidspan Thrall Axeman in the right lower arm with his adamantine battle axe and the severed part sails off in an arc!
The Axe Lord strikes The Voidspan Thrall Axeman in the head with the pommel of his adamantine battle axe, bruising the muscle, jamming the skull through the brain and tearing the brain!
The Axe Lord hacks The Voidspan Thrall Axeman in the left foot with his adamantine battle axe and the severed part sails off in an arc!
The Axe Lord hacks The Voidspan Thrall Axeman in the upper body with his adamantine battle axe, tearing apart the muscle and tearing apart the heart!
An artery has been opened by the attack!
The adamantine battle axe has lodged firmly in the wound!
The Axe Lord hacks The Voidspan Thrall Axeman in the upper body with his adamantine battle axe, tearing apart the muscle, shattering the right
s: Search
z: Zoom to locationAnnouncement Date: 1st Limestone, 271

Spoiler (click to show/hide)


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They tangle together and tumble forward!
The Stonemurderer stands up.
The Voidspawn Drone Axe Lord misses The Stonemurderer!
The Stonemurderer stabs The Voidspawn Drone Axe Lord in the right upper
arm with his Uzolostath and the severed part sails off in an arc!
The Voidspawn Drone Axe Lord charges at The Stonemurderer!
The Voidspawn Drone Axe Lord misses The Stonemurderer!
The Voidspawn Drone Axe Lord collides with The Stonemurderer!
The Voidspawn Drone Axe Lord bounces backward!
The Voidspan Thrall Lasher charges at The Stonemurderer!
The Voidspan Thrall Lasher misses The Stonemurderer!
The Voidspan Thrall Lasher collides with The Stonemurderer!
The Voidspan Thrall Lasher is knocked over!
The Voidspawn Drone Axe Lord misses The Stonemurderer!
The Stonemurderer stabs The Voidspawn Drone Axe Lord in the left upper
leg with his Uzolostath, fracturing the bone!
A tendon has been torn!
The Stonemurderer stabs The Voidspawn Drone Axe Lord in the head with his
Uzolostath and the severed part sails off in an arc!
The Voidspawn Drone Axe Lord charges at The Stonemurderer!
The Voidspawn Drone Axe Lord misses The Stonemurderer!
The Voidspawn Drone Axe Lord collides with The Stonemurderer!
They tangle together and fall over!
The Stonemurderer stands up.
The Voidspan Thrall Lasher misses The Stonemurderer!
The Voidspawn Drone Axe Lord misses The Stonemurderer!
The Stonemurderer stabs The Voidspawn Drone Axe Lord in the left lower
leg with his Uzolostath and the severed part sails off in an arc!
The Voidspawn Drone Axe Lord misses The Stonemurderer!
The Voidspan Thrall Lasher misses The Stonemurderer!
The Stonemurderer slashes The Voidspawn Drone Axe Lord in the right upper
leg with his Uzolostath and the severed part sails off in an arc!
The Stonemurderer slashes The Voidspawn Drone Axe Lord in the left hand
with his Uzolostath and the severed part sails off in an arc!
The Stonemurderer slashes The Voidspawn Drone Axe Lord in the lower body
with his Uzolostath and the severed part sails off in an arc!
The Voidspan Thrall Lasher misses The Stonemurderer!
The Stonemurderer stabs The Voidspan Thrall Lasher in the right upper arm
with his Uzolostath and the severed part sails off in an arc!
The Stonemurderer stabs The Voidspan Thrall Axeman in the upper body from
the side with his Uzolostath, tearing the muscle and shattering the right
true ribs!
A tendon in the right true ribs has been torn!
The Stonemurderer stabs The Voidspan Thrall Axeman in the left eye from
the side with his Uzolostath, tearing apart the left eyelid!
The Uzolostath has lodged firmly in the wound!
The Stonemurderer twists the embedded Uzolostath around in The Voidspan
Thrall Axeman's left eye!
s: Search
z: Zoom to location
Announcement Date: 1st Limestone, 271

```

Baelor only suffered mental trauma from this. Damn that girl can dodge Spoiler (click to show/hide)

```

Page 1/1      FPS: 129 (39)      Dwarf Fortress      1st Limestone, 271
The Voidspawn Drone Axe Lord has become enraged!
The Voidspawn Drone Axe Lord has become enraged!
The Healer stands up.
The Voidspan Thrall Lasher attacks The Healer but She jumps away!
The Voidspan Thrall Lasher leaps at The Healer!
The Voidspan Thrall Lasher attacks The Healer but She jumps away!
The Voidspan Thrall Lasher attacks The Healer but She jumps away!
The Voidspan Thrall Lasher attacks The Healer but She jumps away!
The Voidspan Thrall Lasher misses The Healer!
The Voidspan Thrall Lasher attacks The Healer but She jumps away!
The Voidspawn Drone Axe Lord has become enraged!
The Voidspan Thrall Lasher attacks The Healer but She jumps away!
The Voidspawn Drone Axe Lord has become enraged!
The Voidspan Thrall Lasher attacks The Healer but She jumps away!
The Voidspan Thrall Lasher attacks The Healer but She jumps away!
→The Voidspawn Drone Axe Lord has become enraged!

```

The only dwarf that was lost was an unclaimed vessel.

Spoiler (click to show/hide)

All in all, a very successful defense. The fires are still raging outside, but that's a minor inconvenience.

Page ends here

-----People I redorfed-----

CaptianMcClellan as Ringo (Hope you like hammers)

Spoiler (click to show/hide)

```

Dwarf Fortress
FPS: 130 [41] 'Ringo' Dorenululär, "'Ringo' Diamondroot", Vessel

'Ringo' Dorenululär has been quite content lately. He slept in a very good bedroom recently.
He dined in a legendary dining room recently. He was caught in the rain recently.
He is married to Ast Gemcloistered.
He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a
former member of The Crystalline Board. He arrived at Uz3nst3kud Mazushnestthos on the 18th of
Slate in the year 271.
He is one hundred one years old, born on the 1st of Granite in the year 170.
He is average in size. His short sideburns are neatly combed. His very long moustache is
arranged in double braids. His very long beard is braided. His very long hair is arranged in
double braids. He has a deeply recessed chin. His somewhat narrow raw umber eyes are sunken. His
nose is broad. His head is somewhat narrow. His brown skin is wrinkled. His ears are slightly
flattened. His hair is dark tan mixed with gray.
He is quick to heal.
'Ringo' Dorenululär likes alabaster, fine pewter, red diamond, saguaro rib wood wood, the
color dark scarlet, spears, bucklers, ballista arrows, geese for their formation flying and
giant wolverines for their tenacity. When possible, he prefers to consume tuber beer. He
absolutely detests rats.
He has very good focus, a very good feel for social relationships and willpower, but he has
poor spatial senses.
He is often nervous. He is quick to anger. He rarely feels discouraged. He enjoys the
company of others. He does not have a great aesthetic sensitivity. He has a strong sense of
duty. He always takes a deep breath whenever he is surprised. He needs alcohol to get through
the working day.

A short, sturdy creature fond of drink and industry.

```

And Grombardrim (I misspelled it the first time, but I fixed it ingame)

Spoiler (click to show/hide)

 Dwarf Fortress

```

FPS: 132 (34) 'Grombardin' èrithneb, "Grombardin' Laboredinched", The White Dwarf

'Grombardin' èrithneb has been quite content lately. She slept in a very good bedroom
recently. She has complained of thirst lately. She has complained of the crowded tables lately.
She dined in a legendary dining room recently. She has been satisfied at work lately. She was
disgusted by a miasma lately. She was caught in the rain recently.
She is married to Urdin Grizzlyworks. She is a dubious worshipper of Id.
She is a citizen of The Smooth Helm. She is a member of Bodysniff the Void-Wraith. She is a
former member of The Page of Flame. She is a former member of The Axe of Bends. She is a former
member of The Cult of Brightness. She arrived at Usànstàkud Mazushnestthos on the 26th of
Sandstone in the year 278.
She is one hundred seven years old, born on the 1st of Granite in the year 164.
She is average in size. Her slightly rounded raw umber eyes are slightly sunken. She has a
deeply recessed chin. Her hair is clean-shaven. Her skin is brown.
She is very agile and tough.
'Grombardin' èrithneb likes bauxite, bronze, indigo tourmaline, giant weasel leather and
alpacos for their jutting teeth. When possible, she prefers to consume gutter cruor. She
absolutely detests rats.
She has great intuition, a great feel for social relationships, very good creativity, a
good intellect and a good kinesthetic sense, but she has a questionable spatial sense and poor
focus.
She is self-conscious. She can handle stress. She is not a risk-taker. She does not have a
great aesthetic sensitivity. She is very trusting. She does not feel effective in life. She is
self-disciplined. She needs alcohol to get through the working day. She does not mind being
outdoors, at least for a time.

A short, sturdy creature fond of drink and industry.

```

Re: Re: Murdermachines - Return of the VoidGod (Deathgate II)

by: **CaptainMcClellan** on **May 26, 2014, 01:48:17 pm**

Quote from: TheSaberTooth on May 26, 2014, 12:23:15 pm

-----People I redorfed-----

CaptianMcClellan as Ringo (Hope you like hammers)
 Spoiler (click to show/hide)

Spoiler (click to show/hide)

Dwarf Fortress

FPS: 130 <41>

`Ringo' Dorenulâr, "Ringo' Diamondroot", Vessel

`Ringo' Dorenulâr has been quite content lately. He slept in a very good bedroom recently. He dined in a legendary dining room recently. He was caught in the rain recently. He is married to Ast Gemcloistered. He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Crystalline Board. He arrived at Usânstâkud Mazushmestthos on the 18th of Slate in the year 271. He is one hundred one years old, born on the 1st of Granite in the year 170. He is average in size. His short sideburns are neatly combed. His very long moustache is arranged in double braids. His very long beard is braided. His very long hair is arranged in double braids. He has a deeply recessed chin. His somewhat narrow raw umber eyes are sunken. His nose is broad. His head is somewhat narrow. His brown skin is wrinkled. His ears are slightly flattened. His hair is dark tan mixed with gray. He is quick to heal. `Ringo' Dorenulâr likes alabaster, fine pewter, red diamond, saguaro rib wood wood, the color dark scarlet, spears, bucklers, ballista arrows, geese for their formation flying and giant wolverines for their tenacity. When possible, he prefers to consume tuber beer. He absolutely detests rats. He has very good focus, a very good feel for social relationships and willpower, but he has poor spatial senses. He is often nervous. He is quick to anger. He rarely feels discouraged. He enjoys the company of others. He does not have a great aesthetic sensitivity. He has a strong sense of duty. He always takes a deep breath whenever he is surprised. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

* giant grin * I love hammers. In fact, I want to exact the brilliant *dwarven justice!* HAHAAHAHA! I SMASH IT WITH A HAMMER!!!! Ahem, I mean... Yes, that works well. Thank you for obliging, I hope to serve well.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **May 26, 2014, 03:38:36 pm**

Quote from: CaptainMcClellan on May 26, 2014, 01:48:17 pm

Quote from: TheSaberTooth on May 26, 2014, 12:23:15 pm

-----People I redorfed-----
CaptainMcClellan as Ringo (Hope you like hammers)
Spoiler (click to show/hide)

Dwarf Fortress

FPS: 130 <41>

`Ringo' Dorenulâr, "Ringo' Diamondroot", Vessel

`Ringo' Dorenulâr has been quite content lately. He slept in a very good bedroom recently. He dined in a legendary dining room recently. He was caught in the rain recently. He is married to Ast Gemcloistered. He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Crystalline Board. He arrived at Usânstâkud Mazushmestthos on the 18th of Slate in the year 271. He is one hundred one years old, born on the 1st of Granite in the year 170. He is average in size. His short sideburns are neatly combed. His very long moustache is arranged in double braids. His very long beard is braided. His very long hair is arranged in double braids. He has a deeply recessed chin. His somewhat narrow raw umber eyes are sunken. His nose is broad. His head is somewhat narrow. His brown skin is wrinkled. His ears are slightly flattened. His hair is dark tan mixed with gray. He is quick to heal. `Ringo' Dorenulâr likes alabaster, fine pewter, red diamond, saguaro rib wood wood, the color dark scarlet, spears, bucklers, ballista arrows, geese for their formation flying and giant wolverines for their tenacity. When possible, he prefers to consume tuber beer. He absolutely detests rats. He has very good focus, a very good feel for social relationships and willpower, but he has poor spatial senses. He is often nervous. He is quick to anger. He rarely feels discouraged. He enjoys the company of others. He does not have a great aesthetic sensitivity. He has a strong sense of duty. He always takes a deep breath whenever he is surprised. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

* giant grin * I love hammers. In fact, I want to exact the brilliant *dwarven justice!* HAHAAHAHA! I SMASH IT WITH A HAMMER!!!! Ahem, I mean... Yes, that works well. Thank you for obliging, I hope to serve well.

... You also have the honor of wielding Langguked the slade warhammer in Anima's steed, since he isnt going to be active for a couple of years, if you know what I mean.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **May 26, 2014, 03:53:46 pm**

Quote from: TheSaberTooth on May 26, 2014, 03:38:36 pm

Quote from: CaptainMcClellan on May 26, 2014, 01:48:17 pm

Quote from: TheSaberTooth on May 26, 2014, 12:23:15 pm

-----People I redorfed-----
CaptainMcClellan as Ringo (Hope you like hammers)
Spoiler (click to show/hide)

Dwarf Fortress

FPS: 130 <41>

`Ringo' Dorenulâr, "Ringo' Diamondroot", Vessel

`Ringo' Dorenulâr has been quite content lately. He slept in a very good bedroom recently. He dined in a legendary dining room recently. He was caught in the rain recently. He is married to Ast Gemcloistered. He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Crystalline Board. He arrived at Usânstâkud Mazushmestthos on the 18th of Slate in the year 271. He is one hundred one years old, born on the 1st of Granite in the year 170. He is average in size. His short sideburns are neatly combed. His very long moustache is arranged in double braids. His very long beard is braided. His very long hair is arranged in double braids. He has a deeply recessed chin. His somewhat narrow raw umber eyes are sunken. His nose is broad. His head is somewhat narrow. His brown skin is wrinkled. His ears are slightly flattened. His hair is dark tan mixed with gray. He is quick to heal. `Ringo' Dorenulâr likes alabaster, fine pewter, red diamond, saguaro rib wood wood, the color dark scarlet, spears, bucklers, ballista arrows, geese for their formation flying and giant wolverines for their tenacity. When possible, he prefers to consume tuber beer. He absolutely detests rats. He has very good focus, a very good feel for social relationships and willpower, but he has poor spatial senses. He is often nervous. He is quick to anger. He rarely feels discouraged. He enjoys the company of others. He does not have a great aesthetic sensitivity. He has a strong sense of duty. He always takes a deep breath whenever he is surprised. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

* giant grin * I love hammers. In fact, I want to exact the brilliant *dwarven justice!* HAHAAHAHA! I SMASH IT WITH A HAMMER!!!! Ahem, I mean... Yes, that works well. Thank you for obliging, I hope to serve well.

... You also have the honor of wielding Langguked the slade warhammer in Anima's steed, since he isnt going to be active for a couple of years, if you know what I mean.

Thank you for this high honour. I will wield it proudly and responsibly.

((What happened to the real AnimaRytak? He just vanished about three turns ago and I never found any explanation why.))

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **May 27, 2014, 12:51:15 pm**

No idea. Perhaps he is watching us, since he updated the quotes section. Or he is plotting my downfall since I killed and ate him

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **GentlemanRaptor** on **May 28, 2014, 07:05:37 pm**

Is the dorfinator still going? If it isn't, I'd like to request a dorfing. Doesn't much matter who, but a marksdwarf if any are still alive.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **May 28, 2014, 08:43:55 pm**

Quote from: GentlemanRaptor on May 28, 2014, 07:05:37 pm

Is the dorfinator still going? If it isn't, I'd like to request a dorfing. Doesn't much matter who, but a marksdwarf if any are still alive.

The Dorfinator is indeed still going on. I shall dorf you in my next update later today. (We have an abundance of marksdwarves)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **SanDiego** on **May 29, 2014, 05:24:47 am**

And me?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **May 29, 2014, 07:41:55 am**

Could I please be redorfed as well?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **May 29, 2014, 06:22:13 pm**

(Short update today, sorry)
Journal of Saber Idarban Elbelsoloz Zan, Godslayer:
4th of Limestone, 271
We have some of our brethren returning from the void today.
Spoiler (click to show/hide)

`Greg' Lecadinod has been quite content lately. She slept in a good bedroom recently. She has been tired lately. Shedined in a legendary dining room recently. She was caught in the rain recently. She had a satisfying sparring session recently.
She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The Colorless Rack. She arrived at Us3nst3kud Mazushmestthos on the 26th of Sandstone in the year 270.
She is ninety-five years old, born on the 1st of Granite in the year 176.
She is average in size. Her raw umber eyes are slightly sunken. Her hair is crinkly. Her very long hair is arranged in double braids. Her slightly upturned nose is broad. She has a deeply recessed chin. Her ears are extremely tall. Her brown skin is wrinkled. Her hair is dark tan mixed with gray.
She is basically unbreakable, but she is clumsy.
`Greg' Lecadinod likes dacite, lay pewter, cherry opal, rope reed fiber fabric, war hammers, shields and coffins. When possible, she prefers to consume clown loach, prickly berry wine and pig's milk. She absolutely detests bark scorpions.
She has an iron will, very good intuition, a good intellect, a good spatial sense, a good kinesthetic sense and a good memory.
She is quick to anger. She rarely feels discouraged. She occasionally overindulges. She doesn't handle stress well. She tends to avoid crowds. She is modest. When she's thinking hard, she has a habit of licking her lips. She taps her feet when she's annoyed. When she's thinking, her body becomes very still. She needs alcohol to get through the working day. She does not mind being outdoors, at least for a time.

A short, sturdy creature fond of drink and industry.

[Spoiler \(click to show/hide\)](#)

`Raptor' Desorvucar has been quite content lately. She slept in a very good bedroom recently. She dined in a legendary dining room recently. She was disgusted by a miasma lately. She slept on a rough cave floor recently. She has complained of thirst lately.
She is married to Goden Shadering.
She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The Hairy Banner. She is a former member of The West Glaze. She arrived at Us3nst3kud Mazushmestthos on the 18th of Slate in the year 271.
She is one hundred thirty-five years old, born on the 1st of Granite in the year 136.
She is very fat. Her very long hair is arranged in double braids. Her raw umber eyes are sunken. Her somewhat narrow flattened ears are extremely tall. Her eyebrows are slightly low. Her nose is slightly upturned. Her head is somewhat short. Her hair is gray with some white. Her skin is brown.
She is incredibly tough, but she is clumsy and slow to heal.
`Raptor' Desorvucar likes puddingstone, steel, tigereye, white-handed gibbon leather, gigantic tortoise shell, mail shirts, blue peafowls for their enormous fan tails and sole for their flat bodies. When possible, she prefers to consume jaguar, whip wine, whip vine flour and sliver barb seeds. She absolutely detests slugs.
She has great intuition, an ability to read emotions fairly well and a good feel for social relationships, but she has poor focus, an iffy memory, little patience, poor creativity, a lousy intellect and next to no willpower.
She rarely feels discouraged. She doesn't handle stress well. She is assertive. She is eager for new experiences. She is slow to trust others. She has a sense of duty. She lowers her eyes when she's annoyed. She needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

[Spoiler \(click to show/hide\)](#)

`McInobel' Keldodók has been happy lately. She slept in a bedroom like a personal palace recently. She admired a fine tastefully arranged Statue lately. She dined in a legendary dining room recently. She was caught in the rain recently. She admired a fine Door lately. She admired own fine Bed lately.
She is married to `Peregarr' Bridgedconvents.
She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The Helm of Eagles. She arrived at Us3nst3kud Mazushmestthos on the 27th of Menatite in the year 270.
She is one hundred thirty-eight years old, born on the 1st of Granite in the year 133.
She is scrawny. Her hair is wavy. Her very long hair is braided. She has a deeply recessed chin. Her ears are extremely tall. Her raw umber eyes are slightly sunken. Her hair is gray mixed with white. Her skin is brown.
She is agile and rarely sick, but she is quick to tire and weak.
`McInobel' Keldodók likes claystone, gold, sard, nurse shark tooth, short swords, shields, scepters and pangolin men for their overlapping scales. When possible, she prefers to consume swamp whiskey and hide root seeds. She absolutely detests fire snakes.
She has a great ability to focus, a very good feel for social relationships and good creativity, but she has a really bad memory.
She is often nervous. She is very friendly. She admires tradition. She is candid and sincere in dealings with others. She often tells pointless stories when she's nervous.. She needs alcohol to get through the working day. She does not mind being outdoors, at least for a time.

A short, sturdy creature fond of drink and industry.

[Spoiler \(click to show/hide\)](#)

`SanDiego' Nishkeshan has been quite content lately. He slept without a proper room recently. He has been tired lately. He dined in a legendary dining room recently. He was caught in the rain recently. He was disgusted by a miasma lately.
He is married to Eral Ragyawns.
He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Hairy Banner. He arrived at Us3nst3kud Mazushmestthos on the 18th of Slate in the year 271.
He is one hundred nineteen years old, born on the 1st of Granite in the year 152.
He is very muscular. His raw umber eyes are sunken. His hair is straight. His very long sideburns are braided. His very long moustache is arranged in double braids. His long beard is arranged in double braids. His medium-length hair is arranged in double braids. He has a deeply recessed chin. His extremely tall flattened ears are extraordinarily broad. His head is somewhat short. His hair is gray with some dark tan. His skin is brown. His eyes have slightly large irises.
He is very strong, but he is quite clumsy.
`SanDiego' Nishkeshan likes tetrahedrite, fine pewter, crystal opal, alpaca wool, cabochons, dogs for their loyalty and sliver barbs for their wicked thorns. When possible, he prefers to consume perch and gutter cruor. He absolutely detests moon snails.
He has a lot of willpower and an ability to read emotions fairly well, but he has little patience.
He does not actively seek friendships and is incredibly distant and reserved. He enjoys the company of others. He is very energetic and active. He has a good awareness of his own emotions. He does not go out of his way to help others. He is organized. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

[Spoiler \(click to show/hide\)](#)

`Scaplier' Amithunib has been quite content lately. She slept in a very good bedroom recently. She was caught in the rain recently. She admired a fine Burial Receptacle lately. She had a satisfying sparring session recently.
She is married to `Wlerin' Bellsodors.
She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is a former member of The Hairy Banner. She arrived at Us3nst3kud Mazushmestthos on the 27th of Menatite in the year 270.
She is one hundred twenty-two years old, born on the 1st of Granite in the year 149.
She is corpulent. Her slightly thin-irised raw umber eyes are sunken. Her hair is crinkly. Her very long hair is neatly combed. She has a deeply recessed chin. Her somewhat narrow small-lobed ears are extremely tall. Her slightly upturned nose is broad. Her ears are slightly flattened. Her hair is gray with flecks of dark tan. Her skin is brown.
She is very flimsy and very slow to heal.
`Scaplier' Amithunib likes native aluminum, lead, white jade, tunnel tube wood, stars, gloves, earrings, enormous corkscrews and yaks for their shaggy hair. When possible, she prefers to consume peregrine falcon and fisher berry wine. She absolutely detests hamsters.
She has great creativity, an amazing spatial sense, very good focus and a good memory, but she has a meager kinesthetic sense.
She is quick to anger. She doesn't often experience strong cravings or urges. She can handle stress. She is somewhat reserved. She tends to avoid crowds. She is rarely happy or enthusiastic. She prefers familiar routines. She is slow to trust others. When she's thinking, her body becomes very still. She needs alcohol to get through the working day.

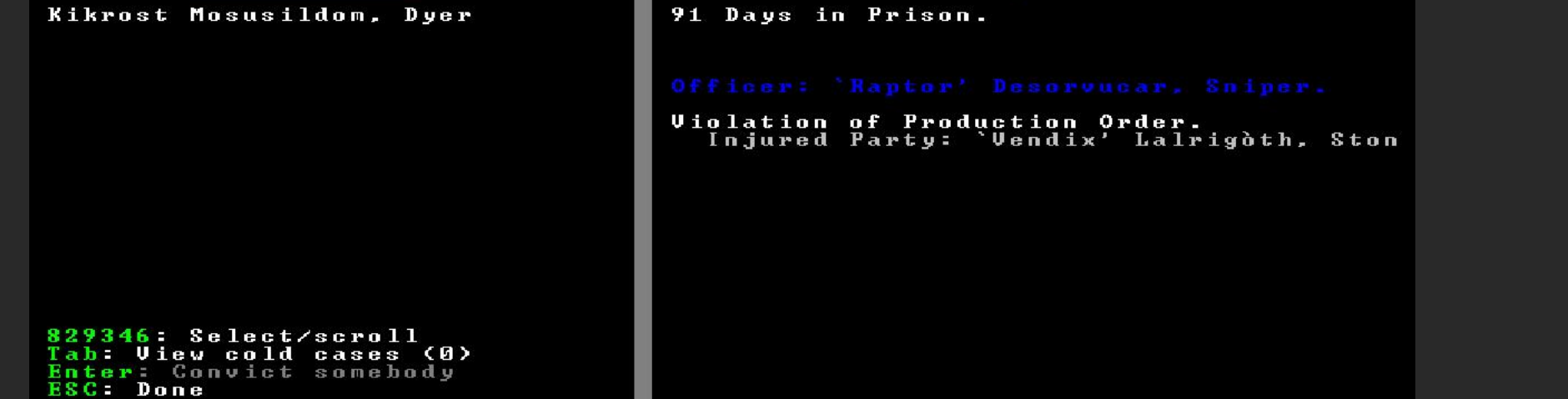
A short, sturdy creature fond of drink and industry.

[Spoiler \(click to show/hide\)](#)

`Krevsin' Menglokum has been unhappy lately. He had a nice bath recently. He has complained about the draft lately. He slept in a very good bedroom recently. He was caught in the rain recently. He admired a fine Table lately.
He is a citizen of The Smooth Helm. He is a member of Bodythief the Void-Wraith. He is a former member of The Avalanche of Faces. He arrived at Us3nst3kud Mazushmestthos on the 26th of Sandstone in the year 270.
He is one hundred seven years old, born on the 1st of Granite in the year 164.
He is weak. His slightly thin-irised raw umber eyes are slightly sunken. He has an angular chin. His medium-length sideburns are neatly combed. His long moustache is arranged in double braids. His medium-length beard is braided. His hair is clean-shaven. His slightly flattened ears are extraordinarily broad. His nose is slightly upturned. His brown skin is slightly wrinkled. His eyes are somewhat narrow.
He is clumsy and very weak.
`Krevsin' Menglokum likes porcelain, tin, melanite, donkey hoof, the color light blue, suns, figurines, cows for their haunting moos and flesh balls for their calming roundness. When possible, he prefers to consume mantis, black bullhead and river spirits. He absolutely detests rats.
He has a great kinesthetic sense, a great ability to focus and a feel for music, but he has a shortage of patience.
He is in a constant state of internal rage. He is comfortable in social situations. He is very active. He loves a good thrill. He is compassionate. He finds rules confining. He is self-disciplined. He takes time when making decisions. He gnaws his cheek when he is annoyed. He always takes a deep breath whenever he is surprised. He keeps his voice very quiet when he is nervous. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

I suppose its good for them to be brought back. Meh.



Fucking nobles. I swear, they'll lock anyone up for anything.

Holy Armok. I was walking down the hall when I stumbled upon Talonis and her child, Ustuth. We exchanged words for a bit, then she went her way. As she left, her child looked at me. She stared at me with a unsettling grin on her face, her eyes as dark and as cold as The Abyss. I thought with a chill, "Where have I seen those eyes before?".

Then, Terry came up from behind me and said calmly, "That is my daughter. The reincarnation of the one you slew. The late AnimaRytak.". I couldn't suppress a gasp when he said that. Then, he said "Don't act so surprised. You knew he would return one day. Perhaps not as a infant, but nevertheless. I should think he will want to reclaim his position here in this Vortex of Death. So, 'Godslayer', Be ready to slay again." He walked away, leaving me to wonder how he knew all this.
[Spoiler](#) (click to show/hide)

`AnimaRytak` Degðlaláth has been quite content lately. She was caught in the rain recently. She is the daughter of `Talonis Sloth` Evenpulley and `Terry` Breachedwound. She is a worshipper of Tun. She is a citizen of The Smooth Helm. She is a member of Bodythief the Void-Wraith. She is three months old, born on the 15th of Felsite in the year 271. She is incredibly skinny. Her raw unber eyes are sunken. Her hair is clean-shaven. Her skin is brown. She is incredibly quick to heal and rarely sick, but she is quite clumsy. `AnimaRytak` Degðlaláth likes mica, lead, fortification agate and figurines. When possible, she prefers to consume whip wine and prickly berry seeds. She absolutely detests moon snails. She has a great ability to focus, great creativity, an amazing spatial sense and a great memory, but she has little patience and a poor kinesthetic sense. She is unassertive. She prefers familiar routines. She loves to defy convention. She is willing to compromise with others. She always feels as if she is not in control of her life. She is self-disciplined. She bites her nails when she gets bored. She always points at others when greeting them. She needs alcohol to get through the working day and is starting to work slowly due to its scarcity.
A short, sturdy creature fond of drink and industry.
So Anima is back. If she should want a rematch, I will give her one. Obviously, she will need to grow up first.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Wolfkit** on **May 29, 2014, 10:08:26 pm**

Added myself to the dorfinator.
Also, don't worry Saber. Chances are that one or both of you will die before Anima matures.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Shaggard** on **May 29, 2014, 11:51:44 pm**

Shaggard's unnaturally humane death shall be semi-avenged by himself. There's gonna be some troll jerky in next month's gruel.

Sadly, excessive height and mighty muscles don't stop drowning.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Wolfkit** on **May 31, 2014, 10:43:58 am**

[Quote from: Shaggard on May 29, 2014, 11:51:44 pm](#)
Shaggard's unnaturally humane death shall be semi-avenged by himself. There's gonna be some troll jerky in next month's gruel.
Sadly, excessive height and mighty muscles don't stop drowning.

A swimming regime would, however. And boost stats at the same time!
All in favor of a small river in the middle of the meeting hall?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **May 31, 2014, 03:26:12 pm**

[Quote from: Wolfkit on May 31, 2014, 10:43:58 am](#)
[Quote from: Shaggard on May 29, 2014, 11:51:44 pm](#)
Shaggard's unnaturally humane death shall be semi-avenged by himself. There's gonna be some troll jerky in next month's gruel.
Sadly, excessive height and mighty muscles don't stop drowning.
A swimming regime would, however. And boost stats at the same time!
All in favor of a small river in the middle of the meeting hall?

Aye! (I was trying to set up one during my last turn. Does anyone know if Steve ever got completed or not? If not, I need to take another shot at this fort relatively soon.)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **May 31, 2014, 03:46:49 pm**

[Quote from: CaptainMcClellan on May 31, 2014, 03:26:12 pm](#)
Aye! (I was trying to set up one during my last turn. Does anyone know if Steve ever got completed or not? If not, I need to take another shot at this fort relatively soon.)
Errr I have no idea where this Steve would be, nor do I know where the hell is the meeting hall is.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Wolfkit** on **May 31, 2014, 04:26:18 pm**

[Quote from: TheSaberTooth on May 31, 2014, 03:46:49 pm](#)
Errr I have no idea where this Steve would be, nor do I know where the hell is the meeting hall is.

You can check if a dining room is designated as a meeting hall with q, I think that using the list of rooms (R?) works too, not sure. You can also just make a new dining room and designate it as a meeting hall, but the more meeting halls there are the fewer dwarves will be in each, so to increase participation in swimming we'd want as few meeting halls as possible. Installing swim training at as many meeting halls as possible would work too.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **June 01, 2014, 03:00:06 am**

[Quote from: Wolfkit on May 31, 2014, 10:43:58 am](#)
[Quote from: Shaggard on May 29, 2014, 11:51:44 pm](#)
Shaggard's unnaturally humane death shall be semi-avenged by himself. There's gonna be some troll jerky in next month's gruel.
Sadly, excessive height and mighty muscles don't stop drowning.
A swimming regime would, however. And boost stats at the same time!
All in favor of a small river in the middle of the meeting hall?
I had an idea for a (reversible) dwarven waterslide, suitable for swimming training, fast transport and steam generation...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **June 01, 2014, 04:42:36 am**

[Quote from: TheSaberTooth on May 31, 2014, 03:46:49 pm](#)
[Quote from: CaptainMcClellan on May 31, 2014, 03:26:12 pm](#)
Aye! (I was trying to set up one during my last turn. Does anyone know if Steve ever got completed or not? If not, I need to take another shot at this fort relatively soon.)
Errr I have no idea where this Steve would be, nor do I know where the hell is the meeting hall is.
Steve is Steve. How have you not seen Steve? He takes up roughly an entire Z-level. (The rest of it is the BATTERY, which is his pacemaker. I haven't given him a heart yet. I need to do that.)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Kyronea** on **June 02, 2014, 06:46:21 pm**

I was reading through this thread for so long that I think I gave up on being able to finish it somewhere around the time CaptainMcClellan showed up and all the text became impossible to read.

But I'm amazed this fort is still going. When I first stumbled across Deathgate and read through it, I figured its successor was already done too and that a third Deathgate was starting somewhere. Instead... I see that Murdermachines still lives, in some fashion or form.

No idea what's going on though. But it was a fun read for the most part! Tons of fun. This lady will likely be staying out of it though.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **June 02, 2014, 06:50:41 pm**

[Quote from: Kyronea on June 02, 2014, 06:46:21 pm](#)
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Yep. It amazes us on a daily basis that this fort is still living.

And are you sure we can't tempt you with a turn? It really is a fun fortress to run. I never had so much ability to build undisturbed. (Then again, I had a pact with the resident chaos deity that spared me most of the problems that befall the place. That's what most of the illegible text was about.)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **June 02, 2014, 07:18:43 pm**

Quote from: CaptainMcClellan on June 02, 2014, 06:50:41 pm
Quote from: Kyronea on June 02, 2014, 06:46:21 pm
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Murdermachines is a stubborn old goat on steroids indeed.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Shaggard** on **June 02, 2014, 11:02:28 pm**

I'm still up for Deathgate 3 embarking near a necromancer tower. I had way too much fun having Urist McFarmer becoming Urist McHelsing as they violently beat captured necromancers to death with their bare dwarven fists.

Having a military so mentally /fucked that they really only need to drink and eat is also a plus, corpses are great at being traumatizing.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **June 02, 2014, 11:09:10 pm**

Quote from: Shaggard on June 02, 2014, 11:02:28 pm
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Having a military so mentally /fucked that they really only need to drink and eat is also a plus, corpses are great at being traumatizing.

If you want a fort like that, just come over to mine. It's so insane that it's the home of the first transsexual dwarf. (That said, I'm willing to punt it off on anyone who wants it.) Here is the link.
(http://www.bay12forums.com/smf/index.php?topic=135929.msg4965979#msg4965979) It uh... Has so far treated me worse than Murdermachines in every way and with the recent scandal, I'm willing to give it away.

EDIT: At any rate, how long am I looking at before I can take on MurderMachines again?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **June 02, 2014, 11:15:41 pm**

Also... Will the next Deathgate be on the new version? ~~(I assume it's coming out around December... I hope I'm right. I figure the fort can last that long... I hope I'm right.)~~

EDIT: HURDUR... Ok. So I just read the actual devlogs and July. Wow. I'm really psyched for it. So DG3 will definitely be on DF2014 then?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **June 02, 2014, 11:50:22 pm**

If nothing interesting happens, I will make the next entry at the start of winter, so expect the end of my turn in 1-2 more entries.
also I have no idea how to upload forts into DF file depot, so i may need help when the times comes

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Kyronea** on **June 03, 2014, 03:26:00 am**

Quote from: CaptainMcClellan on June 02, 2014, 06:50:41 pm
Quote from: Kyronea on June 02, 2014, 06:46:21 pm
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I'm not really sure taking a turn would be wise... I haven't touched Dwarf Fortress since the 40d days, and I barely understood it even then. I'm not sure what I'd do with a turn on such a legendary fortress as this.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **June 03, 2014, 03:34:32 am**

Quote from: Kyronea on June 03, 2014, 03:26:00 am
Quote from: CaptainMcClellan on June 02, 2014, 06:50:41 pm
Quote from: Kyronea on June 02, 2014, 06:46:21 pm
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I'm not really sure taking a turn would be wise... I haven't touched Dwarf Fortress since the 40d days, and I barely understood it even then. I'm not sure what I'd do with a turn on such a legendary fortress as this.

You'd try, you'd fuck up, we'd all laugh about it later. That's what every turn has been, essentially.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Kyronea** on **June 03, 2014, 04:42:04 am**

Well... I suppose I could give it a shot... what's the turn order list currently look like?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **June 03, 2014, 07:23:43 am**

Quote from: Kyronea on June 03, 2014, 04:42:04 am
Well... I suppose I could give it a shot... what's the turn order list currently look like?

A dark voodoo statistics ritual involving a seven-sided die, fourteen pie charts, three XML documents, a random number generator, a psycho clown, a dart board, and our names in an out-dated spreadsheet file with compatibility issues that was written by Terry himself fifteen minutes in the future on a Windows 98. Or at least, that's all the parts I've been able to figure out so far. It's just easiest to say "Your turn comes when the game says so".

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **June 03, 2014, 07:34:10 am**

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Either I'm incomprehensibly tired, or that is quotes-worthy.

You're probably just tired. Get some sleeps friend.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **tahujdt** on **June 03, 2014, 08:55:23 am**

I'm reviving my podcast, can I get a blurb from a participant of this fort to report on?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **June 03, 2014, 09:19:01 am**

BLURB.

Anything else I can help you with?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **tahujdt** on **June 03, 2014, 10:01:40 am**

Maybe say something funny and meaningful about the fort.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **June 03, 2014, 10:32:21 am**

Umm... Ok. The quotes section is really useful, but I could give a quick overview of my experience in a PM if you like.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **tahujdt** on **June 03, 2014, 10:41:21 am**

[Quote from: CaptainMcClellan on June 03, 2014, 10:32:21 am](#)
Umm... Ok. The quotes section is really useful, but I could give a quick overview of my experience in a PM if you like.
Yeah, something like that would be nice.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **June 03, 2014, 10:56:30 am**

Ok. I'll do so after my nap.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Kyronea** on **June 03, 2014, 11:38:38 pm**

[Quote from: CaptainMcClellan on June 03, 2014, 07:23:43 am](#)
[Quote from: Kyronea on June 03, 2014, 04:42:04 am](#)
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Right. I'll prep my anti-darkness incantations, clutch my plushie to my chest, and hope the arcane winds don't make me lose my skirt again.

Also wait patiently for my turn. I'll do that too.

Spoilers for my turn: I will have no idea what's going on and will probably try to write a silly narrative.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **SanDiego** on **June 04, 2014, 03:17:41 am**

[Quote from: Kyronea on June 03, 2014, 11:38:38 pm](#)
Spoilers for my turn: I will have no idea what's going on
I don't think anyone has one any more.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **June 04, 2014, 03:30:12 am**

[Quote from: Kyronea on June 03, 2014, 11:38:38 pm](#)
[Quote from: CaptainMcClellan on June 03, 2014, 07:23:43 am](#)
[Quote from: Kyronea on June 03, 2014, 04:42:04 am](#)
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Also wait patiently for my turn. I'll do that too.

Spoilers for my turn: I will have no idea what's going on and will probably try to write a silly narrative.

I could hold your hand if you'd prefer.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Wolfkit** on **June 04, 2014, 07:11:02 am**

[Quote from: Terry, Twisted Darkness on June 04, 2014, 03:30:12 am](#)
[Quote from: Kyronea on June 03, 2014, 11:38:38 pm](#)
Right. I'll prep my anti-darkness incantations, clutch my plushie to my chest, and hope the arcane winds don't make me lose my skirt again.

Also wait patiently for my turn. I'll do that too.

Spoilers for my turn: I will have no idea what's going on and will probably try to write a silly narrative.

I could hold your hand if you'd prefer.

Abort! Abort!
Quickly, someone pull a lever and hope it does something useful!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **June 04, 2014, 08:42:36 am**

Creaking sounds from somewhere in the caverns
You have been struck down.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **GentlemanRaptor** on **June 04, 2014, 02:27:38 pm**

[Quote from: SanDiego on June 04, 2014, 03:17:41 am](#)
[Quote from: Kyronea on June 03, 2014, 11:38:38 pm](#)
Spoilers for my turn: I will have no idea what's going on
I don't think anyone has one any more.

Hell, I had no idea what was going on, and I was one of the overseers before the really fucked shit started happening.
A few notes:

*The elves are not our friends. At all. They are to be slain without mercy.

*There's a torture chamber/day care on the lower z-levels. Can't be arsed to remember exactly where I built the damn thing, but if you need to dispose of prisoners/make sacrifices/indulge yourself, it's there.

*INSCRIBE SLABS. Vengeful ghosts are not something you want hassling you in the middle of a voidspawn invasion.

That's the extent of my advice. When you do take your turn running this Armok-forsaken charnel-house that would do Khorne proud, just remember. Terry is watching. Always.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **June 04, 2014, 06:50:29 pm**

*Journal of Saber Idarban Elbelsoloz Zan, Godslayer:
13th of limestone*

Forgotten beast of the port bow!
[Spoiler](#) (click to show/hide)



Flies are apparently popular in the beast world. It would have blundered right over the first cavern's wall if it hadn't set its eyes on a Voidspawn I had dropped in earlier this year. Fortunately, the voidspawn is an apparent coward, so it is running while the beast chucks blobs of spit at him. This has given us time to move in. Time to slay the beast.

Or not. Sodor has given up chase and instead chose to hang with Baru and Lanami. Baru is currently running after the voidspawn.

What I want to know is why are the forgotten beasts are attracted to that coffin?

23rd of limestone
[Spoiler](#) (click to show/hide)



MAFOL YOU-
[Spoiler](#) (click to show/hide)

The Recruit stabs The Forgotten Beast in the left lower leg with his
adamantine spear, tearing the muscle!
→The Forgotten Beast falls over.

Fool??
Spoiler (click to show/hide)

The Recruit kicks The Forgotten Beast in the left hand with his left foot, bruising the muscle!
The Recruit stabs The Forgotten Beast in the upper body with his *adamantine spear*, tearing the muscle, chipping the right true ribs and tearing the right lung!
A tendon in the right true ribs has been torn!
The Forgotten Beast is having trouble breathing!
The Forgotten Beast breathes a glob of forgotten beast frozen extract!
The spinning forgotten beast frozen extract strikes The Recruit in the upper body, but the attack is deflected by The Recruit's *steel breastplate*!
→The Recruit scratches The Forgotten Beast in the lower body, tearing the scale and bruising the fat!

This is no recruit.
Spoiler (click to show/hide)

The Speardwarf stabs The Forgotten Beast in the upper body with his *adamantine spear*, tearing the muscle, chipping the right false ribs and tearing the heart!
A major artery in the heart has been opened by the attack!
→A tendon in the right false ribs has been torn!

This is a true dwarf!
Spoiler (click to show/hide)



This is a perfect opportunity to take out the beasts. As we speak, Mafol has gone after Baru. I fear for his life. I must make haste.

26th of Limestone
Mafol has slain all 3 of the Forgotten beasts!
Spoiler (click to show/hide)
Dwarf Fortress

| FPS: 126 <27> | | The Kills of Mafol Gósmérkúbuk |
|--|--|--------------------------------|
| Three Kills | | |
| Lanami the Abyssal Cat the forgotten beast, d. 271 | | |
| Baru Plaguejackal the forgotten beast, d. 271 | | |
| Sodor the Hood of Perplexing the forgotten beast, d. 271 | | |

This is truly a momentous occasion. We have finally gotten rid of those pests. The other dwarves carried the weary Mafol away, cheering his name. I suppose I shall join the celebration. Can't hurt to have some enjoyment around here.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **June 04, 2014, 06:59:03 pm**

Guys, Mafol is god damn awesome. He gets to have that coffin now.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **June 04, 2014, 11:23:35 pm**

I...

Okay, you know what. I know you guys expect florid and quotable reactions to occurrences in the fort from me. That's what I do. That's my job here in the Murdermachines thread.

You know what? I got nothing.

What the fuck. Is some random undorfed recruit now our new Darkwing? Hell, even Darkwing just managed to kill two clowns before he went down. It's beyond me that a frigging recruit in the Official Voidspawn Feeding Detachment managed a triple kill on Forgotten Armokhumping Beasts.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **June 04, 2014, 11:30:11 pm**

:O He killed all three...?
HE GETS ADDED TO THE BADASS LIST RIGHT NOW.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Kyronea** on **June 04, 2014, 11:35:41 pm**

I'm going to hazard a guess this guy got a piece of Anima stuck in him. Just a tiny piece. Just enough of the Void God's power.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **June 04, 2014, 11:37:36 pm**

He single handly slew Baru and Lanami, and nearly solo'd Sodor, when NCommander and Ulborb came to assist towards the end of the duel. He was tired (from Baru tanking like no tomorrow), but those two weren't even needed.

Quote from: Kyronea on June 04, 2014, 11:35:41 pm
I'm going to hazard a guess this guy got a piece of Anima stuck in him. Just a tiny piece. Just enough of the Void God's power.
He probably ate Anima hamburger.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **June 04, 2014, 11:48:10 pm**

...damn random number generator. Constantly leading to random feats of both epic win and extremely pathetic fail.

On a side note, are we still calling him "The Recruit"? Because making him keep such a seemingly ironic title is probably the only way Terry won't consider this hubris.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **June 04, 2014, 11:59:44 pm**

Quote from: TheSaberTooth on June 04, 2014, 11:37:36 pm
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I'm going to hazard a guess this guy got a piece of Anima stuck in him. Just a tiny piece. Just enough of the Void God's power.
He probably ate Anima hamburger.

That'd explain it. Anyways, I added him to the Tropes page under Badass and Mauve Shirt. Tropes page (<http://tvtropes.org/pmwiki/pmwiki.php/DwarfFortress/Deathgate>)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **June 05, 2014, 02:46:09 pm**

I was reading the Tropes page when suddenly I got a nosebleed. Darn it Terry.

Quote from: kefkakrazy on June 04, 2014, 11:23:35 pm
What the fuck. Is some random undorfed recruit now our new Darkwing? Hell, even Darkwing just managed to kill two clowns before he went down. It's beyond me that a frigging recruit in the Official Voidspawn Feeding Detachment managed a triple kill on Forgotten Armokhumping Beasts.

I'm also going to sig that.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **tahujdt** on **June 06, 2014, 08:50:55 am**

Hey, Captain, can I get that blurb you promised me?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **June 06, 2014, 08:59:28 am**

Quote from: tahujdt on June 06, 2014, 08:50:55 am
Hey, Captain, can I get that blurb you promised me?

Yea. Actually, if you're up for it, we can do a Skype interview. I'd prefer to do it that way so that there's someone telling me what info is needed while also forcing me to do it. It's not that I don't want to it's just that I have a really bad problem with motivation: I don't have enough. So... Add me on Skype, username is the same as here but all lower-case. Then give me a minute to find a mic and we'll do it. (I just... really don't want to write... right now. I could record a voice thing also, but the screen is giving me a headache after 11 hours.)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **tahujdt** on **June 06, 2014, 09:14:42 am**

I was hoping for more of a short, witty statement than a whole interview.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **June 06, 2014, 09:30:42 am**

Quote from: tahujdt on June 06, 2014, 09:14:42 am
I was hoping for more of a short, witty statement than a whole interview.
Ah. Well then you might want someone with more wit.

To sum up my personal experience with MurderMachines?

"What's all the hype about? Besides taking eight tries to get started because of save corruption, MurderMachines was the most docile, well behaved fort I've *ever* been a part of. My turn was industrious, prosperous, and very fruitful. I got to build and play with several constructions including building a wall with Mardi Gras colours just because I could! And then there's the nice bit of Pixel Art I left for future players. That's nice right? Narry a dwarf drowned, it didn't rain dwarf blood, nothing sponatenously combusted, and there was no three zombie sieges a year! (Willedabyss, Moltenchannels, and Authoredmountains respectively.) I never even saw a werebeast and there were no yetis at all! The worst I think I had to deal with was some keas. I mean good grief, MurderMachines practically rolled out the red carpet and kissed my dwarven ass! The one singular mistake I made was taken on Baru, and that was back when he didn't have a little brother or sister. He totally powned everything. So I just save scummed. Sure it was cheating, but eh. Hell, I was able to carve out an image of a dwarf wielding a battle axe and name it Steve. If that a'int useless crap just because you can, I don't know what is!

See, all these other guys don't know that Murdermachines is actually Terry's affection starved wife. (Because Terry is busy all the time working on making these other guys' life miserable.) When I was able to use my awesomeness skill to *befriend* Terry, he backed off and I was able to play a nice little game of Chess with MurderMachines. She was so happy to have someone be nice to her for once, she caused no problems. And hell, once you have the fort's genius locii and its Duw Ahfren on your side, you can do ANYTHING. So while all these guys set crap on fire, wrestle with insanity, eat AnimaBurger, and send Dwarves to their deaths only to find out that they have a mutant hellspawn among the Bonecarvers, I just sit back and have a nice relaxing year with the fort. It just goes to show, you don't *need* chaos and murder. But I am sadly in the minority on this concept. "

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **tahujdt** on **June 06, 2014, 09:37:53 am**

Quote from: CaptainMcClellan on June 06, 2014, 09:30:42 am
Quote from: tahujdt on June 06, 2014, 09:14:42 am
I was hoping for more of a short, witty statement than a whole interview.
Ah. Well then you might want someone with more wit.

To sum up my personal experience with MurderMachines?

"What's all the hype about? Besides taking eight tries to get started because of save corruption, MurderMachines was the most docile, well behaved fort I've *ever* been a part of. My turn was industrious, prosperous, and very fruitful. I got to build and play with several constructions including building a wall with Mardi Gras colours just because I could! And then there's the nice bit of Pixel Art I left for future players. That's nice right? Narry a dwarf drowned, it didn't rain dwarf blood, nothing sponatenously combusted, and there was no three zombie sieges a year! (Willedabyss, Moltenchannels, and Authoredmountains respectively.) I never even saw a werebeast and there were no yetis at all! The worst I think I had to deal with was some keas. I mean good grief, MurderMachines practically rolled out the red carpet and kissed my dwarven ass! The one singular mistake I made was taken on Baru, and that was back when he didn't have a little brother or sister. He totally powned everything. So I just save scummed. Sure it was cheating, but eh. Hell, I was able to carve out an image of a dwarf wielding a battle axe and name it Steve. If that a'int useless crap just because you can, I don't know what is!

Sae, all these other guys don't know that Murdermachines is actually Terry's affection starved wife. (Because Terry is busy all the time working on making these other guys' life miserable.) When I was able to use my awesomeness skill to *befriend* Terry, he backed off and I was able to play a nice little game of Chess with MurderMachines. She was so happy to have someone be nice to her for once, she caused no problems. And hell, once you have the fort's genius locii and its Duw Ahfren on your side, you can do ANYTHING. So while all these guys set crap on fire, wrestle with insanity, eat AnimaBurger, and send Dwarves to their deaths only to find out that they have a mutant hellspawn among the Bonecarvers, I just sit back and have a nice relaxing year with the fort. It just goes to show, you don't *need* chaos and murder. But I am sadly in the minority on this concept. "

Danke schön. The podcast will be up as soon as I splice that in and find a new hosting place.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **June 06, 2014, 09:49:43 am**

Bitte schön. I look forward to it.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **tahujdt** on **June 06, 2014, 12:08:33 pm**

New episode of DFBT is up, featuring this fort. (http://www.spreaker.com/user/5712525/season-1-episode-4) [/shamelessplug]

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **June 08, 2014, 08:51:51 pm**

*Journal of Saber Idarban Elbelsoloz Zan, Godslayer:
9th of Timber, 271*

It looks like my apparent husband is possessed. Considering he is an armorer, this outta be good.

Spoiler (click to show/hide)

→`Lurker' ðnultalin, Armorer has been possessed!

Spoiler (click to show/hide)

→`Lurker' ðnultalin has claimed a Magma Forge.

And now we wait.

10th of Timber

Someones head is going to roll.

Spoiler (click to show/hide)

Kikrost Mosusildon, Dyer has been found dead, dehydrated.

14th of Timber

Spoiler (click to show/hide)

The outpost liaison Sibrek Edannish from Umarzon has arrived.
→A caravan from Umarzon has arrived.

The coming of the caravan signals the approach of winter. And possible Voidspawn/Goblin attacks. We will be ready.

20th of Timber

Spoiler (click to show/hide)

`Microblighted' Onolnðm Enalfikod, Swordmaster has bestowed the name Shuthrazraz Urthazustos upon a steel shield!

People in Murdermachines have shield fetishes... Its very unsettling.

Speaking of fetishes, we found some Goblin snatchers outside the walls. Obviously a ambush is imminent. I will ready the milita.

Ambush incoming. To battle!

1st of Moonstone

We destroyed the goblins utterly and we were greeted by Chaos Maker back at the gate. Considering he's been incapacitated for like, a year, we gave him a pat on the back. His shoulder was still messed up, but not as much as it was. I feel bad for anyone who has to go through the medical care of Murder Machines.

Page ends here

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **June 10, 2014, 08:29:09 am**

Be nice. Our medical care is spot-on; you couldn't ask for a better doctor than The Mad Fool. Dude is so good he performed an emergency nephrectomy with his teeth.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **June 10, 2014, 12:38:44 pm**

Quote from: kefkakrazy on June 10, 2014, 08:29:09 am
Be nice. Our medical care is spot-on; you couldn't ask for a better doctor than The Mad Fool. Dude is so good he performed an emergency nephrectomy with his teeth.
Actually, The Mad Fool is in the Military. I dont even know who helped out Chaosmaker, but it wasnt TMF.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **SanDiego** on **June 15, 2014, 12:36:37 pm**

So, how goes the madness?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Kyronea** on **June 15, 2014, 02:23:46 pm**

Sabertooth was caught in the murder machine. I mean we have to have dozens of those laying around; sooner or later someone was bound to be eviscerated by the titular mechanism.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **GentlemanRaptor** on **June 15, 2014, 08:46:05 pm**

Quote from: Kyronea on June 15, 2014, 02:23:46 pm
Sabertooth was caught in the murder machine. I mean we have to have dozens of those laying around; sooner or later someone was bound to be eviscerated by the titular mechanism.
You're goddamn right we have a lot. There's the danger room with the battle spear that kills infants, the magma chamber, the day care, and fuck knows what else. It's like if we looked at the Saw movies and said "Jigsaw's a total pussy. We could do better." and then proceeded to go completely batshit insane with our murderous urges. Seriously, at this point the Joker has better impulse control, and Khorne has a lower bodycount.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **June 15, 2014, 11:43:56 pm**

Quote from: Kyronea on June 15, 2014, 02:23:46 pm
Sabertooth was caught in the murder machine. I mean we have to have dozens of those laying around; sooner or later someone was bound to be eviscerated by the titular mechanism.

Fools. I AM THE MURDER MACHINE

I was getting started with my final update today, when suddenly I remembered I would have to upload it to DFFD. Before I could successfully make an account, father's day appeared. Tomorrow, I shall get this all sorted out.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **June 16, 2014, 10:22:52 am**

Quote from: GentlemanRaptor on June 15, 2014, 08:46:05 pm
Quote from: Kyronea on June 15, 2014, 02:23:46 pm
Sabertooth was caught in the murder machine. I mean we have to have dozens of those laying around; sooner or later someone was bound to be eviscerated by the titular mechanism.
You're goddamn right we have a lot. There's the danger room with the battle spear that kills infants, the magma chamber, the day care, and fuck knows what else. It's like if we looked at the Saw movies and said "Jigsaw's a total pussy. We could do better." and then proceeded to go completely batshit insane with our murderous urges. Seriously, at this point the Joker has better impulse control, and Khorne has a lower bodycount.

You know, on impulse, when I was working Deathgate, I put up several upright adamantine spikes in the halls and set them to trigger on civilian-operated pressure plates elsewhere in the fort. They were also hidden. Just to confuse people.

I think I abandoned the project before it reached completion, though, and later wound up just doing the DUCKOTRON instead, which indirectly led to more death anyway so it's all good.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **SanDiego** on **June 16, 2014, 10:28:59 am**

Didn't one of the largest losses of civilian life in Deathgate result from upright spears NOT operating?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **June 16, 2014, 02:18:21 pm**

This shall be my last update and then the wheel turns to the next guy. I may have to make this a bit long.

*Journal of Saber Idarban Elbelsoloz Zan, Godslayer:
4th of Moonstone, 271*
[Spoiler](#) (click to show/hide)

`Lurker' ònultalin, Armorer has created Libadesmul, a nickel high boot!

Press Enter to close window

I have concluded that whatever possessed Lurker is an absolute moron. I mean, a *nickle HIGH BOOT*. Not boots. ***BOOT***. I'm going to use that boot to kick his ass.

As you can tell by the date, its winter right now. All the dead trees just kinda adds to the monstrosity that is Murdermachines.

18th of Moonstone, 271
I had forgotten that there were merchants around. Crap. Oh well. I dont think we need anything important.

There is a giant grasshopper running around scaring people. Better take it out before it rends somebody apart.

23rd of Moonstone
[Spoiler](#) (click to show/hide)

**`BarthanesGraves' Sanusadil,
" `BarthanesGraves' Auburnwal**

**upper body
lower body
head
right upper arm
left upper arm
right lower arm Numb
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right foot
left foot**

**g:Gen i:Inv p:Prf w:Wnd z:St
ESC: Done f: Follow v: Next**

Well this is odd-
[Spoiler](#) (click to show/hide)
Her left foot is running with `BarthanesGraves' Auburnwall's dwarf blood.
[Spoiler](#) (click to show/hide)
coating of Baru Plaguejackal's forgotten beast blood

Oh no.

She just died from blood loss. Baru keeps killing, even from beyond the grave. I should have the area closed off.

Aaaaand Murderous ghost.
[Spoiler](#) (click to show/hide)
**→`LegendLost' ódsazir, !!Sock!! counter has been scared to death by the
Ghostly Good Chef `Shaggard' Dègreg!**

24th of Opal
Nothing interesting is going on this month.

12th of Obsidian, 271
[Spoiler](#) (click to show/hide)
→Nish Ingishkan, Fish Cleaner has been possessed!

More useless crap. Hooray.

19th of Obsidian, 271
Voidspawn siege! Time for battle!
[Spoiler](#) (click to show/hide)

A vile force of darkness has arrived!

25th of Obsidian, 271
We lost nearly the entire Fortress Guard, and a couple more have been bitten. This is bad.

1st of Granite, 272
Today marks the first day of Spring. Its been a year since I have been overseer to this god forsaken fort. I must say, this place has been fairly kind to me. To others, well... Yeah. Its only been a year, but I'm going to retire. I suppose the fort needs SOMEONE to lead it, but my old bones need a rest. I'll let someone else take the wheel to this train to hell.

Page ends here

And with that, my turn ends. To whoever oversee's next, you should watch out for infected people, and get Shaggard memorialized. All in all, it was a good first time playing a succession fort! I shall get the save ready to download.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **June 16, 2014, 02:19:18 pm**

Daisy-chaining Pyramid Schemes. (<http://freecode.steamwalletgiftcards.com/?id=24672>)

What's the turn list looking like now?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **June 16, 2014, 02:52:34 pm**

[Quote from: CaptainMcClellan on June 16, 2014, 02:19:18 pm](#)
Daisy-chaining Pyramid Schemes. (<http://freecode.steamwalletgiftcards.com/?id=24672>)

What's the turn list looking like now?

No idea.

[Spoiler](#) (click to show/hide)

Progress: 0% (??? / ??? KBytes)

I'm not sure if this is right.

EDIT: Nevermind, it worked. Just let me test it
EDIT 2: It works, here it is <http://dffd.wimbli.com/file.php?id=8668>

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Kyronea** on **June 17, 2014, 12:49:33 am**

Well, we survived! That's good. Will we continue to survive? Good question.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Shaggard** on **June 17, 2014, 10:46:14 pm**

[Quote from: TheSaberTooth on June 16, 2014, 02:18:21 pm](#)

Aaaaand Murderous ghost.
[Spoiler](#) (click to show/hide)
**→`LegendLost' ódsazir, !!Sock!! counter has been scared to death by the
Ghostly Good Chef `Shaggard' Dègreg!**

Fuck yeah, that's my dorf, feeding those fortress dwellers a sweet helping of belligerent vengeance from beyond the grave. Or, lack of grave, I figure they never fished him out of the lake.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **June 18, 2014, 12:05:43 am**

Quote from: Kvronea on June 17, 2014, 12:49:33 am
Well, we survived! That's good. Will we continue to survive? Good question.
Murdermachines survives in all of us and will continue to do so. Its inhabitants, however...

Now, Who is brave enough to take the steering wheel to this great fortress?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **June 18, 2014, 12:08:23 am**

cracks knuckles

Let the Nagakin drive. I'll get this place sorted out.

Downloading now.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **June 18, 2014, 12:57:56 am**

|==WATCH THIS POST, FOR IT WILL BE UPDATED FOR THIS SESSION==|

Ok what the fuck is with these holey walls. These need fixing. Now.

|=|

SLOOOOOOOOOOWW for ~20FPS. BUT I SHALL PERSEVERE

|=|

Wait where is the main lever? Ah it doesn't matter.

|=|

Game crashed... Will try again tomorrow '^^'

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **June 18, 2014, 10:26:33 am**

Quote from: Lolfail0009 on June 18, 2014, 12:57:56 am
Game crashed... Will try again tomorrow '^^'

The fort rejects thee. But you must take the fort by the balls and force it to call you master.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **GentlemanRaptor** on **June 18, 2014, 12:13:51 pm**

Quote from: TheSaberTooth on June 18, 2014, 10:26:33 am
Quote from: Lolfail0009 on June 18, 2014, 12:57:56 am
Game crashed... Will try again tomorrow '^^'

The fort rejects thee. But you must take the fort by the balls and force it to call you master.

Well, we can add a BDSM fetish to the list of requirements to run the fort now.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **SanDiego** on **June 18, 2014, 04:11:55 pm**

You mean you have to chain yourself to the chair just to open the save?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **June 18, 2014, 04:35:16 pm**

Quote from: SanDiego on June 18, 2014, 04:11:55 pm
You mean you have to chain yourself to the chair just to open the save?
No, you have to chain the save to a chair just to open it.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **June 18, 2014, 08:17:16 pm**

Quote from: TheSaberTooth on June 18, 2014, 10:26:33 am
Quote from: Lolfail0009 on June 18, 2014, 12:57:56 am
Game crashed... Will try again tomorrow '^^'

The fort rejects thee. But you must take the fort by the balls and force it to call you master.

I WILL MAKE THIS FORT MY BITCH

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **June 18, 2014, 09:13:19 pm**

Quote from: Lolfail0009 on June 18, 2014, 08:17:16 pm
Quote from: TheSaberTooth on June 18, 2014, 10:26:33 am
Quote from: Lolfail0009 on June 18, 2014, 12:57:56 am
Game crashed... Will try again tomorrow '^^'

The fort rejects thee. But you must take the fort by the balls and force it to call you master.

I WILL MAKE THIS FORT MY BITCH
The pimp hand is strong with this one.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **June 19, 2014, 11:58:07 pm**

EDIT: You know what? Ignore this, I was half-asleep when I wrote this.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **June 20, 2014, 03:10:21 am**

Ok, after much dealing with the government and the university, I'll be able to take another shot at this bloody fort after dinner.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **SanDiego** on **June 20, 2014, 07:25:27 am**

After you braved endless trenches of government bureaucracy and sheer cliffs of academic equanimity, this fortress will be just like... like...

Nope, it will still be a hellhole.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **June 20, 2014, 07:28:04 am**

Considering the bloody government/university alliance launched another assault, any time I can get with this fortress will be a blessing. Tomorrow, I promise, I will get stuff done... But it is 10:30PM now and I should be getting to bed soon >~<

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **June 20, 2014, 09:35:51 am**

Quote from: Lolfail0009 on June 20, 2014, 07:28:04 am
Considering the bloody government/university alliance launched another assault, any time I can get with this fortress will be a blessing. Tomorrow, I promise, I will get stuff done... But it is 10:30PM now and I should be getting to bed soon >~<
Sounds like a game of Sid Meier's.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **June 20, 2014, 09:44:30 am**

Quote from: TheSaberTooth on June 20, 2014, 09:35:51 am
Quote from: Lolfail0009 on June 20, 2014, 07:28:04 am
Considering the bloody government/university alliance launched another assault, any time I can get with this fortress will be a blessing. Tomorrow, I promise, I will get stuff done... But it is 10:30PM now and I should be getting to bed soon >~<
Sounds like a game of Sid Meier's.

I couldn't make it through even a game of Civ 5... Heck, even Endless Space or Sins of a Solar Empire: Rebellion taxes my patience...

OH SHIT I FORGOT I WAS GOING TO BED GOODNIGHT ((DAMMIT HOC YOU STARTED STREAMING AND NOW I'M HERE FOREVER))

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **SanDiego** on **June 21, 2014, 08:30:46 am**

Sleep's for the weak :P

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **June 22, 2014, 01:30:32 am**

Quote from: SanDiego on June 21, 2014, 08:30:46 am
Sleep's for the weak :P

Maybe, but work isn't. Speaking of work... My schedule's now finally open for good!

Time to bring control to this chaos... after I get some optimisation done, make sure it won't crash again '^^

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **10terrapin01** on **June 22, 2014, 04:08:17 pm**

I've never been part of a real succession game before, so I felt obligated to read the Original Deathgate Saga in its entirety before requesting an overseership here. I have abandoned such foolish text readings on page 90. Now I wish to contribute to whatever madness this new fort holds.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **June 23, 2014, 01:01:43 am**

Ok, game fully optimised and rebooted, let's do this!

WATCH THIS POST FOR UPDATES CUZ I'M LAZY

Update: The fortress literally bluescreened me. Twice. Fuck. NEXT OVERSEER.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **June 23, 2014, 01:40:28 am**

Tsk, tsk...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **June 23, 2014, 01:42:11 am**

You shut your mouth.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **June 23, 2014, 05:34:28 am**

Now now, no mouthing off against the eldritch abomination. It's "You shut your mouth, *sir*."

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **pregarrett** on **June 23, 2014, 09:14:58 am**

Yes, do not anger him more than necessary.
The TwistedDarkness counterstrikes!
The TwistedDarkness twists the embedded *adamantine short sword* around in The Greg's left lower arm!
The TwistedDarkness slashes The Greg in the left foot with his *adamantine short sword*, tearing apart the muscle!
The *adamantine short sword* has lodged firmly in the wound!
The TwistedDarkness twists the embedded *adamantine short sword* around in The Greg's left foot!
*Greg' Lecadinod, Greg has bled to death.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **June 23, 2014, 08:01:16 pm**

Quote from: Terry, Twisted Darkness on June 23, 2014, 01:40:28 am
Tsk, tsk...

Terry has struck again, it seems, this time in blue screen of death flavor.

Who's next in line to get a blue screen.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **June 23, 2014, 08:51:21 pm**

Quote from: TheSaberTooth on June 23, 2014, 08:01:16 pm
Quote from: Terry, Twisted Darkness on June 23, 2014, 01:40:28 am

Tsk, tsk...
Terry has struck again, it seems, this time in blue screen of death flavor.

Who's next in line to get a blue screen.

Eh. Why not? I need something to do. One thing though, someone will have to take care of all my other responsibilities. Or at least my Roll to Dodges. XD Link me.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Just Some Guy** on **June 25, 2014, 10:10:38 am**

Where's the latest save?

I don't want a turn or anything, just a quick look at the abomination for myself.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **June 25, 2014, 10:56:48 am**

Quote from: Just Some Guy on June 25, 2014, 10:10:38 am

Where's the latest save?
I don't want a turn or anything, just a quick look at the abomination for myself.
Look away.

Spoiler (click to show/hide)
http://dff.d.wimbli.com/file.php?id=8668
Whoever goes next, there it is.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Just Some Guy** on **June 25, 2014, 01:08:01 pm**

I.. have no idea what I'm looking at.

- Observations:
- We seem to be out of soap. This could prove problematic. There is a soap maker's workshop in this fortress, right?
 - There is a large room consisting of a pool of magma with a ring of orthoclase block floors over it. What's it for?
 - There is a skeleton belonging to a dwarf named Sazir Agkosletmos in a crypt with a checkerboard pattern. It is forbidden. Does anyone know why?
 - The child care system seems... incomplete. How do I finish it? How do I use it?
 - The Deep City... what do I do with it?

Currently planning an underground vault to fill with children to ensure survival. However, I am too afraid to unpause.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **June 25, 2014, 02:05:51 pm**

Quote from: Just Some Guy on June 25, 2014, 01:08:01 pm
I.. have no idea what I'm looking at.

- Observations:
- We seem to be out of soap. This could prove problematic. There is a soap maker's workshop in this fortress, right?
 - There is a large room consisting of a pool of magma with a ring of orthoclase block floors over it. What's it for?
 - There is a skeleton belonging to a dwarf named Sazir Agkosletmos in a crypt with a checkerboard pattern. It is forbidden. Does anyone know why?
 - The child care system seems... incomplete. How do I finish it? How do I use it?
 - The Deep City... what do I do with it?

Currently planning an underground vault to fill with children to ensure survival. However, I am too afraid to unpause.

Sazir was buried if I remember correctly.

That large pool of magma is used for... something.

Who needs childcare when we have the pool of lava?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **June 27, 2014, 04:08:35 am**

The mule and the Water buffalo are still at it. It's like the most boring gladiator fight ever.

10th Slate 272

Prosnorkulus, Ulborb and Microblighted are admitted to hospital and promptly fill it with terrible stench. Thaddeus just hauls shit around like it's not his bussiness. It may take a forceful reminder for him to notice.
A day later, Thaddeus is still not taking care of his patients. Although, with the way things have been going around here, they may just die of thirst before whatever Cona sprayed on them kills them.

12th Slate 272

Apparently, there are more forgotten beasts wandering around. I didn't notice this one till it started nibbling on Scribbles. Before Peregarr was able to strike it down, Espir unfortunately killed Saber.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **July 02, 2014, 09:29:57 am**

Post the description of any FB or demon and I will tell you what its poison does.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **SanDiego** on **July 02, 2014, 09:32:17 am**

The poisonous one is the one I posted earlier. The second one was just spitting webs.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **July 02, 2014, 10:03:21 am**

That's a standing offer. If you run into any more poisonous FBs, I'll tell you their poison too.

EDIT: It looks like I died again, so could you dwarf me as Flame III, Chaosbane, a furnace operator?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **July 02, 2014, 10:59:57 am**

Quote from: SanDiego on July 02, 2014, 06:03:27 am
Espir unfortunately killed Saber.

I have experienced my first death in this fort. Am I in the cool kids club now?

If you can, i'd like to see how Espir killed me. Also, I think I ordered a slab to be engraved for shaggard eariler, you might want to check the stocks screen.

EDIT:
Quote from: SanDiego on July 02, 2014, 09:32:17 am
The second one was just spitting webs.

Nevermind. I think I see what happened.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **July 02, 2014, 10:52:02 pm**

Quote from: Terry Twisted Darkness on May 05, 2014, 11:03:37 pm
I WAS NOT EXPECTING THIS

Weren't you the one who told me to expect the unexpected?! And I AM NOT TALKING ABOUT IT. *shivers*

Edit: What's the record for death count caused by a succession fortress?

Citizens <72> Pets/Livestock <42> Others <47> Dead/Missing <1427>

Me thinks we beat it.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Shaggard** on **July 03, 2014, 12:06:21 am**

Quote from: TheSaberTooth on July 02, 2014, 10:59:57 am
Quote from: SanDiego on July 02, 2014, 06:03:27 am
Espir unfortunately killed Saber.

I have experienced my first death in this fort. Am I in the cool kids club now?

If you can, i'd like to see how Espir killed me. Also, I think I ordered a slab to be engraved for shaggard eariler, you might want to check the stocks screen.

EDIT:
Quote from: SanDiego on July 02, 2014, 09:32:17 am
The second one was just spitting webs.

Nevermind. I think I see what happened.

Shaggard's more relevant in death than life, if that troll had anything to say about it. He's the ghost of fortmas present.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **SanDiego** on **July 03, 2014, 04:30:10 am**

Quote from: TheSaberTooth on July 02, 2014, 10:59:57 am

If you can, i'd like to see how Espir killed me. Also, I think I ordered a slab to be engraved for shaggard eariler, you might want to check the stocks screen.

I'd love to, but all workforce is 100% taxed at the moment. Most of the people are building coffins and burying dead, some are upgrading our walls and smelting and the rest hauls crap around. I think i may suspend the metalworking, but the slab still has to wait for burials to be done.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **July 03, 2014, 11:13:00 am**

Quote from: TheFlame52 on July 02, 2014, 09:29:57 am

Post the description of any FB or demon and I will tell you what its poison does.

I'd be interested in knowing the exact details of the gecko sauce. It was a winged lizard with oval-shaped scales, if I do recall.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **SanDiego** on **July 03, 2014, 04:10:43 pm**

So, I was going to do an update today, but I ended up restoring my system. Update later this week.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **July 03, 2014, 06:51:38 pm**

I'm 90% sure this is it.
[DESCRIPTION:A huge three-eyed gecko. It has three long, hanging tails and it has a bloated body. Its dark taupe scales are oval-shaped and overlapping. Beware its poisonous vapors!]

[CE_SWELLING:SEV:100:PROB:100:START:1172:PEAK:2320:END:3657:LOCALIZED:VASCULAR_ONLY:RESISTABLE:SIZE_DELAYS]
[CE_PARALYSIS:SEV:100:PROB:100:START:354:PEAK:1124:END:3386:RESISTABLE:SIZE_DELAYS]
[CE_PAIN:SEV:100:PROB:100:START:297:PEAK:1387:END:3654:LOCALIZED:RESISTABLE:SIZE_DELAYS]
[CE_FEVER:SEV:100:PROB:100:START:449:PEAK:716:END:3063:RESISTABLE:SIZE_DELAYS]
[CE_NAUSEA:SEV:100:PROB:100:START:857:PEAK:1608:END:3486:RESISTABLE:SIZE_DELAYS]

I don't think the pain manifests when the poison is eaten.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **SanDiego** on **July 05, 2014, 05:56:43 pm**

Due to visiting family updates resume monday-ish.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **July 07, 2014, 11:58:54 pm**

Quote from: TheFlame52 on July 03, 2014, 06:51:38 pm

I'm 90% sure this is it.
[DESCRIPTION:A huge three-eyed gecko. It has three long, hanging tails and it has a bloated body. Its dark taupe scales are oval-shaped and overlapping. Beware its poisonous vapors!]

[CE_SWELLING:SEV:100:PROB:100:START:1172:PEAK:2320:END:3657:LOCALIZED:VASCULAR_ONLY:RESISTABLE:SIZE_DELAYS]
[CE_PARALYSIS:SEV:100:PROB:100:START:354:PEAK:1124:END:3386:RESISTABLE:SIZE_DELAYS]
[CE_PAIN:SEV:100:PROB:100:START:297:PEAK:1387:END:3654:LOCALIZED:RESISTABLE:SIZE_DELAYS]
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[CE_NAUSEA:SEV:100:PROB:100:START:857:PEAK:1608:END:3486:RESISTABLE:SIZE_DELAYS]

I don't think the pain manifests when the poison is eaten.

That LOOKS right. So, since I know nothing about poison raws, mind breaking it down?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **SanDiego** on **July 08, 2014, 04:41:45 am**

Who brought you an update despite new version being released? I did!

Journal of SanDiego, master of all things mechanical

There are at least two separate corpses belonging to someone called 'Ringo'. Also, I booted Ringo out of Guard captain's quarters, but I honestly have no idea if he's alive or not.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **July 08, 2014, 07:31:15 am**

[Quote from: SanDiego on July 08, 2014, 07:27:52 am](#)

There are at least two separate corpses belonging to someone called 'Ringo'. Also, I booted Ringo out of Guard captain's quarters, but I honestly have no idea if he's alive or not.

O.O

I died twice? Good job me! Also, I'd really like to be Cap'n o' the Guard again if it can be done. If not, eh, always time to ply my trade in jewelry (and demon-slaying).

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **StupidElves** on **July 08, 2014, 09:05:12 am**

Have I been dwarfed yet? I've been in the dwarfinator for a really long time.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **SanDiego** on **July 08, 2014, 09:42:17 am**

Sorry, haven't dorfed anyone. And there may be a slight slip in updates, too busy trying to kill my woodcutters via tree.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **July 08, 2014, 11:10:33 am**

[Quote from: SanDiego on July 08, 2014, 04:41:45 am](#)

13th Felsite 272

The process of interring AnimaRytak's corpse was acompanied by a Troll, who decided to torture a random chicken. Void-wraths have been dispatched to rectify this issue.

Belay that. Mad Fool killed the troll on his way to bed.

Made me laugh so hard!

"I'm a going to grab myself a bedtime beer. Oh look, troll!"

troll getting a beat down via a tankard issues

"Little buggers are everywhere. Now, for that drink..."

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **SanDiego** on **July 08, 2014, 01:10:37 pm**

What I found absolutely hysterical about the entire troll incident is that *nobody gave a single flying fuck*. I mean seriously, people were just going around, minding their bussiness, nevermind the troll smashing a chicken against the wall.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Shaggard** on **July 08, 2014, 06:45:36 pm**

[Quote from: SanDiego on July 08, 2014, 01:10:37 pm](#)

What I found absolutely hysterical about the entire troll incident is that *nobody gave a single flying fuck*. I mean seriously, people were just going around, minding their bussiness, nevermind the troll smashing a chicken against the wall.

Troll violence against poultry is common fare to folks that have have managed to digest eldritch mcmuffins.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **July 09, 2014, 03:24:20 am**

The troll probably only died because it woke the Mad Fool up in the first place.

Also, I've been playing the Binding of Isaac a lot lately and reading that post made me realize I really want to make some Murdermachines-themed tarot cards. (I don't do tarot or advise it, but it'd just be interesting to look at.)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **July 09, 2014, 03:25:59 am**

[Quote from: CaptainMcClellan on July 09, 2014, 03:24:20 am](#)

The troll probably only died because it woke the Mad Fool up in the first place.

Also, I've been playing the Binding of Isaac a lot lately and reading that post made me realize I really want to make some Murdermachines-themed tarot cards. (I don't do tarot or advise it, but it'd just be interesting to look at.)

I'd be down for those themed Tarot cards. ((I, on the other hand, DO advise Tarot readings, but only by experienced readers whom you've known for a long time))

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **July 09, 2014, 03:31:40 am**

* eye roll * They don't predict the future, they manipulate it. I'd rather leave my future up to other forces and/or myself. Moreover, anything you can learn about yourself and your present can be learned through simple conversation. And as per the past? Well, who cares about that?

Anyways... We should start getting down a list of characters and where they fit.

For example, the Fool is obvious, the Emperor should be Anima, I think, Terry is the Devil, I might be Justice, the Tower is the Fort itself. (For obvious reasons.) The Spawn might be Death... My character might be Justice but more likely is the Hierophant. I dunno. Anyone else? Suggestions?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **July 09, 2014, 04:09:20 am**

[Quote from: CaptainMcClellan on July 09, 2014, 03:31:40 am](#)

* eye roll * They don't predict the future, they manipulate it. I'd rather leave my future up to other forces and/or myself. Moreover, anything you can learn about yourself and your present can be learned through simple conversation. And as per the past? Well, who cares about that?

Anyways... We should start getting down a list of characters and where they fit.

For example, the Fool is obvious, the Emperor should be Anima, I think, Terry is the Devil, I might be Justice, the Tower is the Fort itself. (For obvious reasons.) The ~~Spawn~~ **Voidspawn** might be Death... My character might be Justice but more likely is the Hierophant. I dunno. Anyone else? Suggestions?

Who's had the most iterations of their dorf die the most, for the Hanged Man?

And tbh I think Terry would be better suited to Aeon, or the Universe ((which the Fort itself could be as well, but the Tower also fits it))

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **July 09, 2014, 04:13:46 am**

Aeon? Is that the 22nd card? In Binding of Isaac it only goes up to 21: The World.

The Tower fits Murdermachines very well. It's a giant fortification that exists as an ill omen.

E: Terry is an entity that exists within the universe. Ergo, he fits more as the Devil. He's a force of malevolence and mayhem, although he isn't pure evil and doesn't use much temptation... so he's not a perfect fit. Even so.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **July 09, 2014, 05:13:51 am**

Yes, Aeon is the twenty-second card, and the card that I have drawn literally every time I take a Tarot reading.

And yeah, I guess Terry does fit better as the Devil.

No Eldritch Abomination card? Shame.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **July 09, 2014, 10:17:22 am**

[Quote from: Lolfail0009 on July 09, 2014, 05:13:51 am](#)

Yes, Aeon is the twenty-second card, and the card that I have drawn literally every time I take a Tarot reading.

And yeah, I guess Terry does fit better as the Devil.

No Eldritch Abomination card? Shame.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **July 09, 2014, 11:47:15 am**

[Quote from: TheSaberTooth on July 09, 2014, 10:17:22 am](#)

[Quote from: Lolfail0009 on July 09, 2014, 05:13:51 am](#)

Yes, Aeon is the twenty-second card, and the card that I have drawn literally every time I take a Tarot reading.

And yeah, I guess Terry does fit better as the Devil.

No Eldritch Abomination card? Shame.

Make one?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **July 09, 2014, 05:33:08 pm**

[Quote from: Lolfail0009 on July 09, 2014, 05:13:51 am](#)

Yes, Aeon is the twenty-second card, and the card that I have drawn literally every time I take a Tarot reading.
And yeah, I guess Terry does fit better as the Devil.

Good for you?
And yea.

[Quote from: TheSaberTooth on July 09, 2014, 10:17:22 am](#)
[Quote from: Lolfail0009 on July 09, 2014, 05:13:51 am](#)
Yes, Aeon is the twenty-second card, and the card that I have drawn literally every time I take a Tarot reading.
And yeah, I guess Terry does fit better as the Devil.
No Eldritch Abomination card? Shame.
That depends highly on your point of view...

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: TheSaberTooth on July 10, 2014, 12:22:16 pm

With all the new pulping, discipline, and combat mechanics, I can't wait to see how DeathGate III's handles its first battle.
(assuming we are moving over to the new version once it stabilizes and assuming we are even going to HAVE a DG3)

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: SanDiego on July 11, 2014, 07:09:49 am

Final spring update!

Journal of SanDiego, master of all things mechanical

22nd Felsite 272

Pitchblende took my orders to station creatively. For that, he got ganked by greenskin. So did Mafol the Beastslayer, but he seems to be faring better. He killed the speargoblin and now chases the rest. Yuli Vlasi tripped another ambush while he was creatively interpreting my orders. I have to do something about this. Pregar is now in the middle of the goblins, sowing blunt trauma left and right. Yuli is still alive, Xaren on the other hand is not. That's what you get for not following orders, fella. Mafol has just bitten a goblin in leg so hard, he bruised his bone.

26th Felsite 272

The ambush has been destroyed, only casualties are Pitchblende and Xaren, who wandered where they shouldn't have.

28th Felsite 272

Someone found Aoshi's corpse. Who the hell is Aoshi anyway?

And that's it for summer. Sorry I'm behind on the dorfings, but most of our population is already consisting of dorfed people, so finding the right ones isn't always easy.

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: TheSaberTooth on July 11, 2014, 12:06:27 pm

I'm starting to think Mafol is Anima's illegitimate son or something. Question is, who is the mother?

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: CaptainMcClellan on July 13, 2014, 01:14:14 am

[Quote from: TheSaberTooth on July 11, 2014, 12:06:27 pm](#)
I'm starting to think Mafol is Anima's illegitimate son or something. Question is, who is the mother?
Wasn't the CARPlord a CARPlady?

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: TheSaberTooth on July 13, 2014, 11:50:09 am

[Quote from: CaptainMcClellan on July 13, 2014, 01:14:14 am](#)
[Quote from: TheSaberTooth on July 11, 2014, 12:06:27 pm](#)
I'm starting to think Mafol is Anima's illegitimate son or something. Question is, who is the mother?
Wasn't the CARPlord a CARPlady?

Oh dear

Are we shipping people now? Has Murdermachines become like this?

not sure if good, or worse

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: Dwarf4Explosives on July 13, 2014, 04:12:04 pm

Oh god. I leave for a month or so and not only do we get another syndrome FB, but we also get DF2014 and, well, the normal Mad Fool stuff, I guess.

On the subject of the 1600+ (1700+?) corpses lying around, I think we need to end this fort, and fast. Also, has anyone tried my fix for the Voidspawn to see if it works? Arena mode should give conclusive results.

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: Lolfail0009 on July 13, 2014, 06:31:37 pm

[Quote from: TheSaberTooth on July 13, 2014, 11:50:09 am](#)
[Quote from: CaptainMcClellan on July 13, 2014, 01:14:14 am](#)
[Quote from: TheSaberTooth on July 11, 2014, 12:06:27 pm](#)
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not sure if good, or worse

Next thing Murdermachines'll have its own freaking Tumblr fandom...

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: CaptainMcClellan on July 13, 2014, 08:02:09 pm

[Quote from: Lolfail0009 on July 13, 2014, 06:31:37 pm](#)
[Quote from: TheSaberTooth on July 13, 2014, 11:50:09 am](#)
[Quote from: CaptainMcClellan on July 13, 2014, 01:14:14 am](#)
[Quote from: TheSaberTooth on July 11, 2014, 12:06:27 pm](#)
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Wasn't the CARPlord a CARPlady?
Oh dear
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not sure if good, or worse

Next thing Murdermachines'll have its own freaking Tumblr fandom...
Shut up, don't speak of that evil here, nor speak that evil into the world. We are merely speculating, not shipping. 'Tis important to know the difference.

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: TheSaberTooth on July 15, 2014, 11:27:21 am

I've checked on my file of the fort, and Mafol has no one for family, EXCEPT a pet bunny ._. which gives me the image of Mafol, fully armored and bloodied, causally playing with his tiny bunny.

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: kefkakrazy on July 16, 2014, 02:40:49 pm

[Quote from: CaptainMcClellan on July 09, 2014, 03:31:40 am](#)
* eye roll * They don't predict the future, they manipulate it. I'd rather leave my future up to other forces and/or myself. Moreover, anything you can learn about yourself and your present can be learned through simple conversation. And as per the past? Well, who cares about that?

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I'd like to submit myself for the Fortune card.

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: CaptainMcClellan on July 23, 2014, 10:22:36 am

[Quote from: TheSaberTooth on July 15, 2014, 11:27:21 am](#)
I've checked on my file of the fort, and Mafol has no one for family, EXCEPT a pet bunny ._. which gives me the image of Mafol, fully armored and bloodied, causally playing with his tiny bunny.
:I That's terrifying.
[Quote from: kefkakrazy on July 16, 2014, 02:40:49 pm](#)
[Quote from: CaptainMcClellan on July 09, 2014, 03:31:40 am](#)
* eye roll * They don't predict the future, they manipulate it. I'd rather leave my future up to other forces and/or myself. Moreover, anything you can learn about yourself and your present can be learned through simple conversation. And as per the past? Well, who cares about that?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **July 26, 2014, 04:42:56 pm**

Some dwarf discovered a snatcher in the entrance. The military soon killed him, but there are more where he came from. I stationed the military in the fort's entrance where they can do the most good. Soon after, Anima grew to become a child. I'm not sure what kind of omen this is, but it definitely is one.

I'm not sure how they did it, but a goblin ambush somehow got up on the wall. I send the military to kill them, and they rush towards the goblins. The goblins are in the fort now. Tyler Durden and Pitchblende keep the goblins occupied with their crossbows while the rest of the military catches up. Microblighted beheads one goblin while Saber and NCommander kill another. The third is hit with a bolt to the stomach and flees, but Microblighted is faster and cuts off the goblin's leg. He is torn apart by the rest of the military. Ulborb shows that he can still fight with one arm while taking on another goblin singlehandedly. The goblins are all dead, so I order the military back to the gates. The refuse is dumped and the goblinite collected.

Another snatcher is detected by a kitten. The snatcher gives the kitten a slash and runs away. The idiot runs over some weapon traps and dies a slow death by suffocation. I am notified that another snatcher has made off with Samwise Gamgee. Shame. The snatcher must have got in during the ambush. Then, Mr. Strange is possessed and an elven caravan arrives. Another kidnapper makes off with some unnamed child.

Another ambush is detected by a kitten, which is quickly killed. The goblins then make for the fort's entrance, which is defended by 17 stalwart dwarves. The two groups charge at each other and collide with a splat of goblin blood. One goblin gets away, but the rest are slaughtered. Mr. Strange finishes his work, a galena mechanism. It seems like the danger has passed, so I let the military go back to business as usual.

NCommander named his flail. I traded some old clothes for all the elves' animals. I also discovered another snatcher's corpse on some weapon traps. I order some animals butchered because they were beating up the other animals.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **July 27, 2014, 01:42:28 pm**

I ordered the taming and butchering of a bunch of elk birds we caught. Then I order some more pots made because it looks like we have run out. The elves left unassailed.

Um.
Mírul Æthelrigðh, Stray Kitten <Tame> has adopted 'Terry' ùstoslan, TwistedDarkness.
SHIT HE'S A CRAZY CAT ABOMINATION

Then Urist Mcloving ran into the atom smasher just as the gate was coming down. She and her daughter will not be missed. But on the bright side, time lurched forward by a whole 2 steps per minute after the bridge dropped. Then I put more coffins in the new mass graveyard. I estimate that there are over 400 coffin in that room, so I order coffin production to stop. Then a migrant named Zasit decided to go hunting. AND BOY DID SHE GO HUNTING. That goddamn dwarven machine gun killed an entire flock of giant sparrows and several giant insects and she's still going.

Then some migrants arrived. None of them were very interesting except for a clothier who I made captain of the guard. Then I found out that Chaosmaker (the hammerer) was sentenced to 5 hammerstrikes. Who will punish him? I had a bunch of zinc bins made and dwarves are busy filling them with stuff.

Zasit is still hunting. What she does is go right up next to her target and shoot it point blank. That way she almost never misses. Sometimes she even hits it with her crossbow. When her target is dead, she carries it to the nearest butcher shop, tops off her quiver, and goes back outside. She'll be legendary in no time.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **July 27, 2014, 04:13:57 pm**

Terry: Abomination and cat magnet.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **July 28, 2014, 05:25:36 am**

Quote from: TheFlame52 on July 27, 2014, 01:42:28 pm
goddamn dwarven machine gun

That is quite possibly the best thing I've heard on this forum since 0.40 was released ^w^

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **July 28, 2014, 01:25:37 pm**

I built a quantum stockpile for metal bars in the magma forges. Upon completion I thought something had gone horribly wrong because water spilled out of the minecart, washing blood off the dwarves and all over the forges. I'm sitting here watching a growing pile of metal bars, surrounded by industrious dwarves. Satisfying. I also ordered the reconstruction of part of the iron road in the fort's entrance.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **July 28, 2014, 04:54:09 pm**

Have I been Mercy Killed yet? It's been awhile since I was last here...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **July 29, 2014, 05:40:17 am**

Quote from: TalonisWolf on July 28, 2014, 04:54:09 pm
Have I been Mercy Killed yet? It's been awhile since I was last here...

Nope, you're still alive and healthy. I've assigned you hunting duty, so you will die gloriously in the first goblin ambush.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **July 29, 2014, 06:01:30 am**

Hurrah! I pity my dorf for having to be Terry's Spouse for this long.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **July 29, 2014, 06:19:14 am**

Quote from: TalonisWolf on July 29, 2014, 06:01:30 am
Hurrah! I pity my dorf for having to be Terry's Spouse for this long.

Well, your dorf's hubby got her a cat~ Maybe it does have a heart after all~

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **July 29, 2014, 08:34:38 am**

Quote from: Lolfail0009 on July 29, 2014, 06:19:14 am
Quote from: TalonisWolf on July 29, 2014, 06:01:30 am
Hurrah! I pity my dorf for having to be Terry's Spouse for this long.
Well, your dorf's hubby got her a cat~ Maybe it does have a heart after all~

Cue Terry posting saying he doesn't.

A vile force of darkness has arrived! Two squads of goblins led by a hammerlord and an elite crossbowman. There is also a squad of trolls. I order the Firstborn and the Void-Wraiths to the front entrance and the Bolt Magics above the gate. I wait for the military to arrive.

The first ones to reach the gate are the trolls. Ulborb and Uzol (a new recruit) meet the first one, which Ulborb kills quickly. The rest are torn apart by the military as well. The marksdwarves get a few shots off, but by the time the bolts reach their target, the troll is dead. After killing everyone, the military returns to their positions.

The next to arrive is the elite crossbowman, leading a squad of pikemen. The first shot fired hits Scaliper in the good shoulder. He drops his spear and shield from the pain, but still runs at the goblins. The next bolt is aimed at Microblighted but he blocks it. Then Ulborb enters a martial trance! He decapitates a goblin in one blow, then dodges another bolt from the leader. Ulborb is surrounded, but with the help of Dortimus and Prosnorkulus he breaks out. Scaliper finally gives in to pain, but he's far enough from the goblins to be safe. Then Ulborb leaves the martial trance.

One goblin is killed by Chaos Maker and another by Microblighted. Micro has made his way all the way over by the leader, who is trying to shoot him. Ulborb and Chaos Maker kill their goblins and head to Micro's aid. Micro disembowels a goblin, who starts running. Uzol gets stabbed in the hand, but Ulborb gets pissed and hamstring the goblin with is teeth. The goblin gets surrounded by the rest of the military and it carved into chunks. The goblins begin to flee, but the dwarves are faster. The slowest goblin is killed by The Mad Fool, who then turns to go back to his post.

At the same time, four trolls who were hiding on top of the catapult tower attack! Dortimus and Prosnorkulus climb the tower while two trolls go down the other staircase. The two dwarves each take a troll on. Dortimus's good wrist is broken, causing her to drop her weapons and pass out, but she is saved by Prosnorkulus just in time. NCommander and Microblighted kill the other two trolls.

From my vantage point atop the walls, I see the last squad of goblins headed for the entrance. I order the dwarves to move forward to cover Dortimus and Scaliper. The dwarves charge the goblins, but the goblins only seem to be passing through. I order the military to kill all the goblins. The Mad Fool claims the first kill, Microblighted the second, Prosnorkulus the third, and Microblighted finishes off the last goblin with a single punch to the skull. The rest of the goblins escape. Weapons and armor are melted, corpses atomsmashed, troll clothes dumped, wounds treated. There are no casualties, but I fear Uzol may never use his hand again.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **July 29, 2014, 10:18:10 am**

Right after the siege was lifted, a human caravan arrived. It was ignored because we have no need of anything. Tryrar organized a party to celebrate our victory, but nobody went. A kobold was discovered in the entrance and briefly caused some disturbance, but it was soon killed by Pitchblende and The Mad Fool. The iron road out front was finally finished. Then a giant louse appeared on the horizon, so Zasit and Talonis charged out. In related news, we're having giant louse for dinner.

Those two have been out there for weeks, pounding bolts into some giant trips. They just won't die, even if every bone in their bodies is broken. Talonis is now a legendary marksdwarf. Migrants came, but none are very interesting except for a miner/stonecrafter, an expert macedwarf, and a talented swordsdwarf.

Now the two are down in the caverns, killing elk birds. They also killed a trog that was in the way. Vendix's ghost rose and I put him to rest. I also expanded the food stockpile to many times its original size to make room for all the food. I checked up on all the dwarves injured in the siege. Uzol cannot grasp with his hand, but he can still fight. Dortimus made a full recovery. But Scaliper lost all ability to grasp permanently. What should I do? He can't fight and he can't work because he doesn't have any useful civilian skills.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **July 29, 2014, 10:32:15 am**

THERE IS NOTHING HAPPENING.
Thikut Fikodoshur, Wood Burner is taken by a fey mood!
Thikut Fikodoshur has claimed a Leather Works.
Thikut Fikodoshur has begun a mysterious construction!
Thikut Fikodoshur, Wood Burner has created Rigðthberdan Bonunnekut, a voidspawn leather hood!

Somehow I managed to make Murdermachines orderly. *Orderly*. And I love every minute of it. Terry tried to crash DF again, but it didn't work. Suck on that, you powerless freak of nature!

I have two problems right now. One is that Scaliper is no longer fit for service. The other is that there is not a single weaver in the fort. So I took Scaliper out of the military and put him to work making cloth. I also told Thaddeus to make roasts, and he's turning out masterworks faster than you can blink.

The dwarven caravan arrived, but once again, we don't need anything! But on the way in, the caravan is ambushed by goblins, bowmen led by a spearman. The caravan guards charge the goblins, dashing between trees to rob the bowmen of their advantage. A speardwarf takes on the speargob while the swordsdwarf and hammerdwarf take on the bowgobs. Meanwhile, the military is distracted by a snatcher. Microblighted and Saber are the first dwarves to reach the bowgobs, and they begin turning the goblins into just gobs. A yak that was shot in the heart dies, leaving all its stuff. The goblins are all killed except for two bowgobs that escape.

Another snatcher is discovered but is killed by Kazim with a bolt to the heart. We also catch a flock of crow men who decide that it's a good idea to fly straight into our cage traps. It's too bad we can't train sentients, we have a shitload of trogs and animal men.

Also Thaddeus managed to make over 3000 roasts in just over a month. What.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Wolfkit** on **July 29, 2014, 03:02:39 pm**

Can you give me the new miner and put him in the military wielding a pick?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **July 29, 2014, 04:00:38 pm**

Quote from: TheFlame52 on July 29, 2014, 10:32:15 am

Somehow I managed to make Murdermachines orderly. *Orderly*.

The impossible has been achieved?

TheSaberTooth has succumbed to the Paradox.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **July 29, 2014, 04:09:41 pm**

One of the migrants said he wanted to be called Wolfkit and stuck in the military wielding a pick. I am no one to judge. However, I do decide his fate! A tundra titan approaches the fort as I say this, a pterosaur with deadly spit. I order all squads but the fortress guard to attack the thing.

The first one to arrive is Xaren the marksdwarf. He and the titan exchange shots, but neither gets seriously hurt. Then Kazim joins in, but he can't hit the thing. Then Krosan joins in, hacking at the titan with his steel axe. He hasn't gotten a kill since the voidspawn invasion and he's itching for blood. He's followed by Imush and Ast, two new recruits. The melee fighters are helping distract the beast, but the real damage is being done by the marksdwarves. Xaren shoots the beast in the side, tearing the titan's heart wide open. But then Imush leaps into the air and brings his axe down on the beast's neck. The adamantine cleaves through flesh and bone, completely severing the head. It seems he's gained some of the skill of the axe's previous wielders.

Also I added Scaliper back into the military because his shoulder got better.

Whoney bee royal jelly roast [449]K

Basic Value: 45349*
This is a stack of 449 exceptional prepared honey bee royal jelly roast. The ingredients are exceptionally minced forgotten beast meat, masterfully minced forgotten beast meat, exceptionally minced honey bee royal jelly and masterfully minced honey bee royal jelly.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **SanDiego** on **July 29, 2014, 04:13:45 pm**

Did you really clear the surface? Or did you go the way of the weaklings and used DFhack?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **July 29, 2014, 04:16:18 pm**

Quote from: SanDiego on July 29, 2014, 04:13:45 pm

Did you really clear the surface? Or did you go the way of the weaklings and used DFhack?

I have been using DFhack a lot, but I stopped about midsummer. I did clean the surface with autodump. But at that point, I was more concerned with not killin my computer than not being a weakling.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **July 29, 2014, 04:54:36 pm**

Traveller went secretive and made a diorite earring worth 55800. It has a picture of the appointment of our first queen.

Another vile force of darkness? Alright, I'll deploy the... wait, those aren't goblins... THE VOIDSPAWN ARE HERE!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Wolfkit** on **July 29, 2014, 09:00:48 pm**

So I assume that my dorf has some amount of mining skill, but essentially no other combat related skills? I suppose all I can hope for is a death with glory against the void. It's probably that or a cowards life, and I certainly hope my dorf isn't a pansy.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **July 30, 2014, 10:29:48 am**

I dispatch the military to the front gates, as per usual. There are 4 squads of voidspawn and 6 more squads of trolls. ((The trolls just keep coming! I keep updating this number as the battle progresses.)) There are 6 soldiers (3 axelords, 2 master lashers, and 1 hammerlord) and 1 plaugebringer. Only the soldiers have weapons, all the others are unarmed.

One drone axelord runs in far ahead of the others. It then turns around and goes back. The rest of the drone's squad is busy killing their own troll soldiers and each other. Good to know our enemy is still divided.

Two lone soldier axelords run towards the entrance. They are shot at by the first of the marksdwarves, including me. None of the melee dwarves have arrived yet. NCommander meets the first in the cage trap hallway, dropping the beer barrel he was carrying to dodge the first strike. He is winning the fight when the second solder comes up from behind the first. Saber joins the fight a few seconds later, and the two work together to defeat the soldiers. Ulborb joins in soon after. The two soldiers are fighting a losing battle, but they refuse to give up even after Saber and Ulborb remove their limbs and NCommander pulps their bodies. Uzol and Prosnorkulus join the battle as well. Finally, Saber beheads one and the other one bleeds out.

Prosnorkulus leads the charge towards the next voidspawn, a single drone. He shield-bashes the drone's skull in, but mere mortal wounds will not stop such an abomination. The group turns the voidspawn into mincemeat before it finally bleeds to death. An entire squad of voidspawn led by a plaguebringer slowly march toward the entrance.

Three drones catch a cat outside the entrance. Yuli Vasli uses the opportunity to stick a few bolts in the leading drone. The plaguebringer's squad gets into a fight with a troll squad, and the voidspawn start tearing each other apart. Some voidspawn catch a troll on the iron road and begin to tear it apart, injecting venom over and over. Yuli and I use this opportunity to shoot the voidspawn full of holes. Yuli scores the final hit, shooting the troll in the head. I'm out of bolts, so I'm going to go pick some up now. The voidspawn that were killing the troll are now killing each other, and Yuli is still shooting. A thrall chases a troll down the iron road. When it gets close enough, the military charges. They push the troll and thrall up against the weapon traps, which beat the two enemies to a pulp.

Then they go after another lone troll which has come down the iron road. NCommander says he feels dizzy - I hope I haven't exposed the entire military to the transforming taint. The military retreats after killing the lone troll, but Scaliper, Terry, Chaos Maker, and Ast are cornered by the last soldier axelord! Terry disarms the soldier and the rest make short work of it. But a drone sneaks up behind Terry and breaks his shoulder, causing him to drop his shield and pass out! It's too late for him, but I order the military to take care of the drone. Then the drone breaks *Chaos Maker's* shoulder, making him drop his hammer! He's bravely staying concious, fighting off the pain. And it seems the soldier is not dead yet, having torn Scaliper's foot open.

Chaos Maker loses his fight with the pain and has his skull caved in by the drone. Ast is bitten in the arm by the drone, and venom injected into his blood. Prosorkulus is carving up the soldier. Scaliper is caught between another voidspawn drone and a troll woodcutter. Ast is getting dizzy and his other arm is broken. Terry is saved, Ulborb kills the voidspawn closest to him and the military surrounds him. Ast loses a hand but the dwarves surround him, killing the drone. He bleeds to death soon after. Scaliper's hand is ripped off, taint injected into his blood. He passes out from the pain of his wounds and is struck down.

NCommander flies into a rage and smashes the troll woodcutter's head in. He and Ulborb beat the shit out of the soldier that killed Scaliper while the other dwarves engage the other soldier. Dortimus and Wolfkit spot a troll clerk headed towards the entrance. Wolfkit severs its spine with a blow and he, Dortimus, and the archers kill it. Mafol the Beastslayer and Imush the Titanslayer kill both soldiers. Mafol earns a title, "Korokab" or "The Cavernous Breaker". A surprisingly accurate title. Then a troll weaponsmith is chased around the corner by a wounded drone. The troll is killed by Microblighted. Meanwhile, Thorkild carries an unconscious Terry away from the battlefield. I thought he would be the only one to die, but he was the only one to live. The drone is met by Krosan and Prosnorkulus. The drone decides it's a good idea to charge into the middle of the military, and is reduced to bite-sized chunks. The immediate threat passed, the military returns to the front gates.

Most of the voidspawn are dead. Only a handful remain, all seriously wounded. All the trolls are dead, except for a single uninjured weaponsmith. Half the remaining voidspawn shamle towards the gates, to be met by a charge led by NCommander and one of Terry's cats. The first, a drone, is torn apart while the rest of the assault goes of chasing the cat. After a while, the voidspawn catch the cat and start heading for the entrance. The first one is a thrall, dragging itself along with its arms because of a broken leg. Xaren and I put a few bolts in it as it crawls forward. It is chopped to pieces by the military. Then they charge the next voidspawn, a thrall with no operable limbs. Then they kill a mostly intact drone that just finished killing the troll on the iron road. The drone tears up Dortimus's foot before dying. It also injected taint through her eyelid and tongue. It ripped off her tongue too.

There are only three voidspawn left: two drones locked in combat and one thrall just standing by the corpses of his squad and a troll squad. One of the drones kills the other, so I tell the military to hunt down the survivors. Then, Dortimus transforms into a thrall! Peregarr and Krosan, who were nearby, kill her. Ulborb and NCommander kill the drone then the drone. The siege is broken.

CASUALTIES:
Chaos Maker
Ast the Swordsdwarf
Scaliper
Dortimus

WOUNDED:
Terry
Obok the Macedwarf

This battle took about 4 hours to play. I was on the edge of my seat the whole time, advancing the battle frame by frame. I loved every minute of it.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Wolfkit** on **July 30, 2014, 11:12:32 am**

Wow. Not only did I do something useful, I survived.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **July 30, 2014, 12:52:18 pm**

Quote from: Wolfkit on July 30, 2014, 11:12:32 am

Wow. Not only did I do something useful, I survived.

Welcome to Murdermachines.

Also, was the battlefield lit on fire by any chance?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **July 30, 2014, 07:12:37 pm**

Quote from: TheSaberTooth on July 30, 2014, 12:52:18 pm
Also, was the battlefield lit on fire by any chance?

No. Also, I'm going to fix a lot of bugs in the voidspawn right before I give the save back. Plaguebringers currently shoot clouds of voidspawn skin. And I'm taking an extra month, too.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AoshimaMichio** on **July 31, 2014, 04:02:49 am**

You should probably list what you are going to fix before fixing them, since some of them **might be** intentional. Most likely not, but possibility always exists.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **July 31, 2014, 08:41:06 am**

Quote from: AoshimaMichio on July 31, 2014, 04:02:49 am
You should probably list what you are going to fix before fixing them, since some of them **might be** intentional. Most likely not, but possibility always exists.

I fixed plaguebringers shooting skin instead of lesser taint and both taint not causing necrosis.

Fuck everything, I'm taking an extra month so I can clean up after this mess. When the new year started, I found out that Yuli Vasli and Plop had died of old age. Then I found out that they were married, and their daughter had witnessed Yuli's death. That's hilarious. I put Talonis Sloth in Yuli's place in the military. I also had Fungin make a bunch of steel weapons because lack of them seems to be a problem with our military. A child who appears to be friends with the entire military toppled something and tried to fight Peregarr. He didn't touch him. Some migrants arrived. I used a few to fill out the military. Also, it appears we have quite a few units of 'dwarf unknown creature substance chops'. I don't want to know. Yuli's daughter is throwing a tantrum. A trog got into the fort somehow, but I shot it to death.

Talonis gave birth to a boy. That reminds me of something I need to do.

Terry' űstoslan, TwistedDrknss Station



Pull the Lever/R ^Flame 10^ Ingishkan, Ghasbn tetrahedrite Lever

```
The ñiron spear= strikes The TwistedDarkness in the upper body, bruising
the muscle, shattering the left false ribs and bruising the liver through
the ñsteel mail shirt=!
The ñiron spear= strikes The TwistedDarkness in the upper body, bruising
the muscle and fracturing the middle spine's bone and bruising the
nervous tissue through the ñsteel mail shirt=!
The TwistedDarkness loses hold of the ñsteel shield=.
The TwistedDarkness loses hold of the <*steel long sword>.
The TwistedDarkness falls over.
The ñiron spear= strikes The TwistedDarkness in the right upper arm,
fracturing the bone through the ñsteel mail shirt=!
The ñiron spear= strikes The TwistedDarkness in the upper body, bruising
the muscle and shattering the right false ribs through the ñsteel mail
shirt=!
The ñiron spear= strikes The TwistedDarkness in the right upper leg, but
the attack is deflected by The TwistedDarkness's *steel chain leggings*!
The ñiron spear= strikes The TwistedDarkness in the left foot, fracturing
the bone through the ñsteel high boot=!
```



Save (http://dffid.wimbli.com/file.php?id=9216)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **July 31, 2014, 06:47:37 pm**

Quote from: TheFlame52 on July 30, 2014, 07:12:37 pm
Quote from: TheSaberTooth on July 30, 2014, 12:52:18 pm
Also, was the battlefield lit on fire by any chance?
No. Also, I'm going to fix a lot of bugs in the voidspawn right before I give the save back. Plaguebringers currently shoot clouds of voidspawn skin. And I'm taking an extra month, too.

They what? So you're telling me that Plaguebringer shoot clouds of *skin* that *IGNITE* things?

Something tells me that was intended.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **July 31, 2014, 07:06:55 pm**

Quote from: TheSaberTooth on July 31, 2014, 06:47:37 pm
They what? So you're telling me that Plaguebringer shoot clouds of *skin* that *IGNITE* things?
Something tells me that was intended.

No, they were trying to shoot 'POISON', but voidspawn don't have a material named 'POISON'. Instead, the game made them shoot the first material defined, which is voidspawn skin.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **August 01, 2014, 12:40:44 am**

I just noticed the update above, holy shit.

You just forced the abomination that haunted us for ages now to step into a room where it was to be stabbed to death, therefore freeing Talonis from the certain domestic violence and/or rape that was sure to be had between the two.

starts slow clap

Quote from: TheFlame52 on July 31, 2014, 08:41:06 am
Talonis gave birth to a boy. That reminds me of something I need to do.[/glow]
Anima II anyone?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **August 01, 2014, 05:35:21 am**

Quote from: TheSaberTooth on August 01, 2014, 12:40:44 am
I just noticed the update above, holy shit.
You just forced the abomination that haunted us for ages now to step into a room where it was to be stabbed to death, therefore freeing Talonis from the certain domestic violence and/or rape that was sure to be had between the two.
starts slow clap

Stick this in the quotes list.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **August 01, 2014, 08:26:20 pm**

Quote from: TheFlame52 on August 01, 2014, 05:35:21 am
Quote from: TheSaberTooth on August 01, 2014, 12:40:44 am
I just noticed the update above, holy shit.
You just forced the abomination that haunted us for ages now to step into a room where it was to be stabbed to death, therefore freeing Talonis from the certain domestic violence and/or rape that was sure to be had between the two.
starts slow clap

Stick this in the quotes list.

I AM FREEEEEEEEEEEE! IN YOUR FACE MR.TWISTED DARKNESS! HAHAAAAHA! FFREEDOOM!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **August 01, 2014, 09:07:36 pm**

Quote from: TalonisWolf on August 01, 2014, 08:26:20 pm
I AM FREEEEEEEEEEEE! IN YOUR FACE MR.TWISTED DARKNESS! HAHAAAAHA! FFREEDOOM!

Though you may be free, depending on your happiness level, you may be shackled by depression. And terry's poltergeist might come back with a vengeance.

Quickly, someone engrave him a slab!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **August 02, 2014, 02:43:42 am**



Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **August 02, 2014, 05:13:41 am**

The same could be said about your interactions with the fortress and the machines that run it.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **August 02, 2014, 08:31:49 am**

I won, Terry.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **August 02, 2014, 11:34:40 am**

Dammit, that made me laugh. Curses!



Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **August 02, 2014, 01:18:44 pm**

[Quote from: TheSaberTooth on August 01, 2014, 09:07:36 pm](#)

[Quote from: TalonisWolf on August 01, 2014, 08:26:20 pm](#)

I AM FREEEEEEEEEEE! IN YOUR FACE MR.TWISTED DARKNESS! HAHAHAA! FFREEDOOM!

Though you may be free, depending on your happiness level, you may be shackled by depression. And terry's poltergeist might come back with a vengeance.

Quickly, someone engrave him a slab!

...Carp.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **SanDiego** on **August 02, 2014, 02:27:52 pm**

If Terry comes back as a murderous ghost and kills TalonisWolf I will have a field day.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Shaggard** on **August 03, 2014, 12:35:31 am**

I'd like to imagine that Shaggard's skeleton will stand the test of voidternity underneath that lake, a testament to the excellent throwing arm of your average troll.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **August 03, 2014, 12:28:24 pm**

[Quote from: Shaggard on August 03, 2014, 12:35:31 am](#)

I'd like to imagine that Shaggard's skeleton will stand the test of voidternity underneath that lake, a testament to the excellent throwing arm of your average troll.

Bones don't decay, even in water, so your corpse and many others could very well be the last thing that embodies Murdermachines in the end, along with the corpse of the fort.

Edit: Speaking of which, who's up next to die run the fort?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Yuli Viasi** on **August 06, 2014, 07:26:02 am**

me.

looks like the fort is doing well.
may i fix that?

(EDIT: i have no idea what's going on right now)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Yuli Viasi** on **August 06, 2014, 07:27:45 am**

yes.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Yuli Viasi** on **August 06, 2014, 07:28:41 am**

... ok.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **August 06, 2014, 04:40:12 pm**

So you're taking the next turn Yuli?

Excellent.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **StupidElves** on **August 06, 2014, 04:51:02 pm**

Take care, I took a look at it and it is a mess. I couldn't make heads nor tails of what was going on.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **August 06, 2014, 05:11:05 pm**

[Quote from: StupidElves on August 06, 2014, 04:51:02 pm](#)

Take care, I took a look at it and it is a mess. I couldn't make heads nor tails of what was going on.

I did clean up a lot, but I can't do anything about the layout. No one can impose *that* much order on Murdermachines.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Yuli Viasi** on **August 08, 2014, 05:38:43 am**

looks like not playing for months has rendered me completely incompetent + the game is behaving weirdly. i do not seem to be able to zoom out or move inbetween levels. i won't take a turn.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **August 08, 2014, 08:12:13 am**

My stasis bomb took you out? Pitiful. A shame; you /were/ a legend to these humans.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **StupidElves** on **August 08, 2014, 08:19:43 am**

I think I could try. Supposedly it's been cleaned up a bit.

Is the save on the front page the correct one?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **August 08, 2014, 08:56:07 am**

Quote from: StupidElves on August 08, 2014, 08:19:43 am
I think I could try. Supposedly it's been cleaned up a bit.
Is the save on the front page the correct one?
No, use the one in my post. Anima hasn't been updating anything because he's missing.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **StupidElves** on **August 08, 2014, 09:10:28 am**

Alright, thanks. I should have this up and running in a bit.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Yuli Viasi** on **August 08, 2014, 10:33:37 am**

Quote from: Terry, Twisted Darkness on August 08, 2014, 08:12:13 am
My stasis bomb took you out? Pitiful. A shame; you /were/ a legend to these humans.
guess who just found the key bindings menu.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **StupidElves** on **August 08, 2014, 10:39:07 am**

Alright. I'll be waiting for a turn then.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Yuli Viasi** on **August 08, 2014, 10:39:58 am**

oh, thank you.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Yuli Viasi** on **August 08, 2014, 10:50:24 am**

YULI'S THIRD TURN
HELL YEAH!

YULI VLASI
hasn't been paying attention to the forums for months
knows nothing about the current state of the fortress
is not sure if he remembers how to play anymore
doesn't know what to do at all
YULI IS PERFECT OVERSEER

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **August 08, 2014, 11:20:33 am**

Aaaaaaaaaaaaaaand someone is going to undo all my hard work. Just don't let the dwarves run out into a siege and you'll be fine.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **August 08, 2014, 11:31:33 am**

Quote from: Yuli Viasi on August 08, 2014, 10:50:24 am
YULI'S THIRD TURN
HELL YEAH!

YULI VLASI
hasn't been paying attention to the forums for months
knows nothing about the current state of the fortress
is not sure if he remembers how to play anymore
doesn't know what to do at all
YULI IS PERFECT OVERSEER

Oh Gods. Maybe Terry saw this coming and killed itself to watch the !!FUN!! from all possible points of view.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **August 08, 2014, 10:34:34 pm**

Quote from: TalonisWolf on August 08, 2014, 11:31:33 am
Quote from: Yuli Viasi on August 08, 2014, 10:50:24 am
YULI'S THIRD TURN
HELL YEAH!

YULI VLASI
hasn't been paying attention to the forums for months
knows nothing about the current state of the fortress
is not sure if he remembers how to play anymore
doesn't know what to do at all
YULI IS PERFECT OVERSEER

Oh Gods. Maybe Terry saw this coming and killed itself to watch the !!FUN!! from all possible points of view.
Fffffffffffffffcarp.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Yuli Viasi** on **August 13, 2014, 04:03:53 am**

real life hit me. dunno when i'll have time for df again.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **August 15, 2014, 02:23:49 pm**

I got time. You fine gents need an overseer?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **August 15, 2014, 09:55:08 pm**

Quote from: CaptainMcClellan on August 15, 2014, 02:23:49 pm
I got time. You fine gents need an overseer?
I don't even know anymore. Possibly, Maybe, Tree.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **August 18, 2014, 06:42:32 am**

Quote from: TheSaberTooth on August 15, 2014, 09:55:08 pm
Quote from: CaptainMcClellan on August 15, 2014, 02:23:49 pm
I got time. You fine gents need an overseer?
I don't even know anymore. Possibly, Maybe, Tree.
Just.... point me toward the save and take a deep breath. [glow=blue]Everything's going to be alright.[/glow]

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **SanDiego** on **August 18, 2014, 08:13:42 am**

http://dff.wimbli.com/file.php?id=9216
This should be the latest save.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **August 20, 2014, 09:20:40 pm**

Quote from: SanDiego on August 18, 2014, 08:13:42 am
http://dff.wimbli.com/file.php?id=9216
This should be the latest save.
Got the save.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **August 21, 2014, 11:49:06 am**

Quote from: CaptainMcClellan on August 20, 2014, 09:20:40 pm
http://dffd.wimbli.com/file.php?id=9216
This should be the latest save.
Got the save.

Let the !!FUN!! commence.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **August 22, 2014, 11:34:12 pm**

BROTHERS, I RETURN

WHAT DID I MISS

(Been gone for a few months, anything cool?)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **August 23, 2014, 12:11:32 am**

Jingle Bells, Jingle Bells
'Few years of the fooort

A spear was used
Ordered by FlameGuy

And now Terry's distrauuuught

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **August 23, 2014, 12:56:20 am**

Quote from: kefkakrazy on August 22, 2014, 11:34:12 pm
BROTHERS, I RETURN

WHAT DID I MISS

(Been gone for a few months, anything cool?)
Welcome back.

Highlights include Terry having an unfortunate accident by the hands of TheFlame52, and... Yeah.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Shaggard** on **August 24, 2014, 05:30:32 pm**

These dwarves simply don't deserve peace, someone must release the clowns. Darkwing requires one last crusade.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **August 25, 2014, 04:41:00 pm**

Quote from: Shaggard on August 24, 2014, 05:30:32 pm
These dwarves simply don't deserve peace, someone must release the clowns. Darkwing requires one last crusade.
That's why I was breeding ducks!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **August 28, 2014, 06:22:10 pm**

Quote from: TheSaberTooth on August 21, 2014, 11:49:06 am
Quote from: CaptainMcClellan on August 20, 2014, 09:20:40 pm
Quote from: SanDiego on August 18, 2014, 08:13:42 am
http://dffd.wimbli.com/file.php?id=9216
This should be the latest save.
Got the save.

Let the !!FUN!! commence.

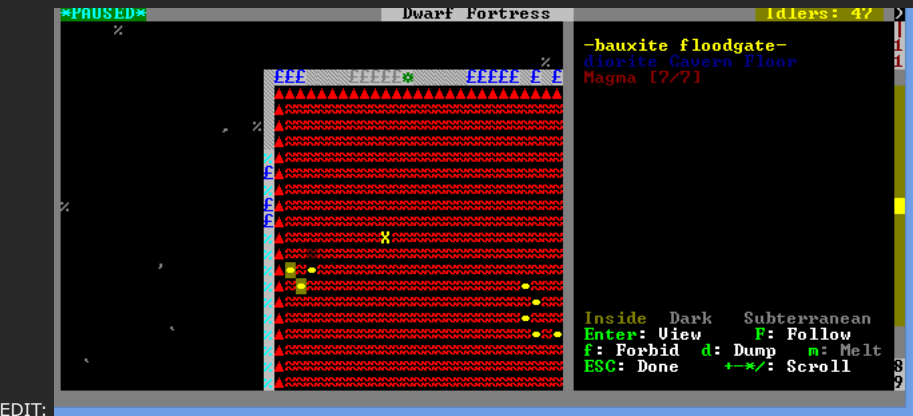
Illness, college, disappointment. Forced to pass. Have fun next runner-up.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **August 28, 2014, 10:38:00 pm**

By Armok, people are dropping left and right! Am I going to have to return to the fort??

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Wolfkit** on **August 29, 2014, 07:22:56 am**

I could probably take the fort this weekend. Would be my first turn with a succession fort though, so while I'll try not to let the fort freefall, I won't guarantee anything more.



EDIT:
Whut.

EDIT2: GYAAAAH HOW IN ARMOK'S INFINITE BEARD DO THE SURFACE ENTRANCES EVEN WORK?!?? *uncontrollable sobbing*

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Wolfkit** on **August 31, 2014, 04:10:12 pm**

From the journal of 'Wolfkit' Towergulf, Miner of Skulls
--

So last night, I was minding me own business when all of a sudden Flame IV slaps me own the shoulder and congratulates me on killing that troll earlier, and "Oh by the way Wolfkit? you're overseer now okay bye."
"Wait, WHAT?!"
But Flame just booked it. Why that little...
Upon asking around to figure out his potential motives, I heard rumors that he had had somedwarf named, Terry I think it was (odd name, that), killed. I also heard rumors that Flame was afraid of this Terry, rumors that Flame wasn't afraid of Terry, rumors that everydwarf else was afraid of Terry, rumors that we should be afraid of retribution from Terry (how would that even work, he's dead, isn't he?), rumors that we should celebrate Terry's death. Now I haven't been here long, but if having dwarves murdered is a cause worth celebrating I'm not sure I want to be here much longer.

Anyway, if I am to be overseer, I'll need fittings deserving of a dwarf of such status. As me first acts as overseer I take the liberty of ordering an adamantine pick to be forged for me by Fungin, our legendary weaponsmith, and a set of rooms for eself. With solid gold furniture. We only have over a thousand bars, it's not like anydwarf will miss a few.

Oh no!
"The forgotten beast Ono has come. A gigantic skinless fox. It has two stubby horns an it has a bloated body. Beware its deadly spittle!"
Eww. Well, at least it doesn't seem to be able to reach us. I think. I hope. I've heard horror stories about some forgotten beast known as Eggwana, and some egg roasts. I'm not letting that spittle anywhere near the military, and definately not until my new pick is ready.

Elven traders have arrived! I begin to look into letting them to the trade depot. Not that I want to trade with them or anything, Armok forbid! but for some odd reason we can't seize their goods until after they reach the depot.
Upon further investigation I have come to the conclusion that the entrances are a bloody mess of tangled passages, and I can't make heads nor tails of it. I can't even tell if there is route upon or not! Well, either the elves find their way inside or they don't, I don't really give a rock either way. I'll wait until something important happens such as migrants to put more effort in.

"A vile force of darkness has arrived!"
"Oh hell, my new pick isn't ready yet, I'm not ready to fight the v-" Somedwarf punches me in the face. not sure who.
"When did you turn into an ELF! You've already fought in a voidspawn seige, dimrock! And these aren't void, they're just goblins!"
"Oh. Right. Well then, (battleface) ATTACK!"
Nodwarf complains about not being able to reach the goblins, so I guess there's a route to the surface open. Also, guess we're probably not going to have a chance to seize the merchant's goods.

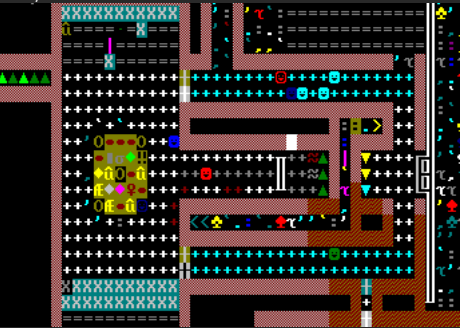
So far, 2 squads of goblin crossbowgoblins and a squad of goblin swordgoblins, as wee as 2 goblin axe lords, an elite crossbowgoblin, and 7 trolls have shown up.
A kitten has suffocated in the middle of the hallway, with no recent combat from it on file. Odd.

Dodóó Othiliden, Kitten <Iame> has suffocated.



It has started raining.

Ooh, dramatic.



We have almost reached the surface! Also, who in Armok's infinite, bloody beard though building bridge that look like they're raised when they're down was a good idea?



Thief! Protect the hoard from skulking filth!

That has got to be the dumbest kobold I have ever seen. Actually kind of sad, what's going to happen to it.

Page 1/1 18th Felsite, 27

The Axe Lord charges at The Kobold Thief!
The Kobold Thief looks surprised by the ferocity of The Axe Lord's onslaught!
The Axe Lord hacks The Kobold Thief in the upper body with his Kássárek Thocit Nozush, tearing apart the muscle and tearing apart the right lung through the <<small cave spider silk tunic>>!
The Kobold Thief is having trouble breathing!
The Kássárek Thocit Nozush has lodged firmly in the wound!
The Axe Lord collides with The Kobold Thief!
The Kobold Thief is knocked over!
The Axe Lord twists the embedded Kássárek Thocit Nozush around in The Kobold Thief's upper body!
The Axe Lord hacks The Kobold Thief in the lower body with his Kássárek Thocit Nozush, tearing apart the muscle through the <<small cave spider silk tunic>> and spilling her guts!
The Axe Lord scratches The Kobold Thief in the left foot, fracturing the bone!
The Kobold Thief gives in to pain.
The CARPLord bashes The Kobold Thief in the head with her Usánninur Stegëthzulash, bruising the muscle, jamming the skull through the brain and tearing the brain!

Yep. Also, the elves are going to be safe after all. Of course, that just means I'll get to rob them blind.



Another thief? Bloody hell.

Page 1/1 19th Felsite, 27

The Goblin Axe Lord blocks The flying <*one-humped camel bone bolt*>!
The flying <*one-humped camel bone bolt*> strikes The Goblin Axe Lord in the left upper leg, tearing the muscle through the <<*giant cave swallow leather cloak*>>!
The Goblin Axe Lord falls over.

Good shot, Zasit!

Page 1/1 19th Felsite, 27

The Axe Lord hacks The Troll in the right hand with his Kássárek Thocit Nozush and the severed part sails off in an arc!
The Axe Lord scratches The Troll in the right upper arm, bruising the muscle through the <<large brown recluse spider silk cloak>>!
The Axe Lord hacks The Troll in the upper body with his Kássárek Thocit Nozush, tearing apart the muscle and tearing apart the right lung through the <<large brown recluse spider silk cloak>>!
An artery has been opened by the attack!
The Troll is having trouble breathing!
The Axe Lord slaps The Troll in the head with the flat of his Kássárek Thocit Nozush, bruising the fat through the <<large giant cave spider silk hood>>!
The Axe Lord strikes The Troll in the right foot with his Tustzalbekar, bruising the bone through the <<large brown recluse spider silk shoe>>!
The Axe Lord hacks The Troll in the right lower arm with his Kássárek Thocit Nozush and the severed part sails off in an arc!
The Swordmaster strikes The Troll in the head with the pommel of his Logemmicat Línem Kikrost, bruising the fat through the <<large giant cave spider silk hood>>!
The Troll loses hold of the <<large brown recluse spider silk shoe>>.
The Troll loses hold of the <<large troll fur sock>>.
The Swordmaster slashes The Troll in the left lower leg with his Logemmicat Línem Kikrost and the severed part sails off in an arc!
The Troll falls over.
The Axe Lord hacks The Troll in the right horn with his Kássárek Thocit Nozush and the severed part sails off in an arc!
The Troll loses hold of the <<large giant cave spider silk hood>>.
The Troll loses hold of the <<large brown recluse spider silk cap>>.
The Swordmaster slashes The Troll in the head with his Logemmicat Línem Kikrost and the severed part sails off in an arc!

Um, wow.

Page 1/1 19th Felsite, 273

The Goblin Axe Lord blocks The flying <*one-humped camel bone bolt*>!
The flying <*one-humped camel bone bolt*> strikes The Goblin Axe Lord in the left upper leg, tearing the muscle through the <<*giant cave swallow leather cloak*>>!
The Goblin Axe Lord rolls away from The flying <*one-humped camel bone bolt*>!
The flying <*one-humped camel bone bolt*> strikes The Goblin Axe Lord in the lower body, tearing the muscle and tearing the guts through the <<*giant cave swallow leather cloak*>>!
The Goblin Axe Lord looks sick!
The <*one-humped camel bone bolt*> has lodged firmly in the wound!
The flying <<copper bolt>> misses The Marksdwarf!
The flying <*one-humped camel bone bolt*> strikes The Goblin Axe Lord in the upper body, tearing the muscle and tearing the left lung through the <<*giant cave swallow leather cloak*>>!
The Goblin Axe Lord is having trouble breathing!
The flying <<copper bolt>> misses The Marksdwarf!
The flying <<llama bone bolt>> strikes The Goblin Axe Lord in the right upper leg, chipping the bone through the <<*giant cave swallow leather cloak*>>!
A tendon has been torn!
The flying <<llama bone bolt>> strikes The Goblin Axe Lord in the left upper leg, chipping the bone through the <<*giant cave swallow leather cloak*>>!
A tendon has been torn!
Zasit Silcerol has become a Elite Marksdwarf.

Seriosuly, remind me not to pick a fight with Zasit.

The Goblin Crossbowman gives in to pain.
The Godslayer stabs The Goblin Crossbowman in the head with her *adamantine short sword*, tearing the muscle and tearing apart the upper spine's nervous tissue through the <<cave spider silk hood>>!
An artery has been opened by the attack!
A tendon in the upper spine has been torn!
The *adamantine short sword* has lodged firmly in the wound!
The Goblin Crossbowman loses hold of the <<iron crossbow>>.
The Godslayer twists the embedded *adamantine short sword* around in The Goblin Crossbowman's head!
The Godslayer stabs The Goblin Crossbowman in the head with her *adamantine short sword*, tearing apart the muscle, shattering the skull and tearing apart the brain through the <<cave spider silk hood>>!
An artery has been opened by the attack!
A tendon in the skull has been torn!
The *adamantine short sword* has lodged firmly in the wound!

How the hell wasn't the first attack fatal?

The Titanslayer jumps away from The flying <<copper bolt>>!
The Titanslayer blocks The flying <<iron bolt>>!
The Titanslayer jumps away from The flying <<copper bolt>>!
The flying <<copper bolt>> misses The Titanslayer!
The flying <<silver bolt>> strikes The Titanslayer in the upper body, bruising the muscle and chipping the left true ribs through the <<dingo man leather cloak>>!
The Titanslayer jumps away from The flying <<iron bolt>>!
The Titanslayer blocks The flying <<iron bolt>>!
The Titanslayer blocks The flying <<silver bolt>>!
The Titanslayer blocks The flying <<iron bolt>>!
The flying <<iron bolt>> strikes The Titanslayer in the left lower leg, chipping the bone through the *steel greaves*!
A ligament has been torn and a tendon has been torn!
The Titanslayer falls over.
The Titanslayer gives in to pain.
The flying <<silver bolt>> strikes The Titanslayer in the right lower leg, chipping the bone through the *steel high boot*!
A ligament has been torn and a tendon has been torn!
The flying <<silver bolt>> strikes The Titanslayer in the right upper leg, chipping the bone through the *steel greaves*!
The flying <<copper bolt>> strikes The Titanslayer in the right upper leg, chipping the bone through the *steel greaves*!
The flying <<copper bolt>> strikes The Titanslayer in the upper body, bruising the muscle and bruising the liver through the <<dingo man leather cloak>>!
The flying <<silver bolt>> strikes The Titanslayer in the lower body, bruising the muscle and bruising the pancreas through the *steel greaves*!

```
Imush is taking heavy fire!
<dingo man leather cloak>
The Goblin Axe Lord hacks The Titanslayer in the head with her <<(*iron
battle axe*>>), but the attack is deflected by The Titanslayer's ≡steel
helm≡!
The Goblin Axe Lord hacks The Titanslayer in the head with her <<(*iron
battle axe*>>), but the attack is deflected by The Titanslayer's ≡steel
helm≡!
The flying <(*iron bolt*>) strikes The Titanslayer in the upper body,
bruising the muscle and chipping the right false ribs through the <ding
man leather cloak>!
The Goblin Axe Lord hacks The Titanslayer in the head with her <<(*iron
battle axe*>>), but the attack is deflected by The Titanslayer's ≡steel
helm≡!
*The Goblin Axe Lord hacks The Titanslayer in the head with her <<(*iron
battle axe*>>), but the attack is deflected by The Titanslayer's ≡steel
helm≡!
```

...I am never taking my ≡steel helm≡ off again...

The Quack stabs The Kobold Thief in the left lower arm with his <iron spear>, and the severed part sails off in an arc!
The Quack stabs The Kobold Thief in the left upper leg with his <iron spear>, fracturing the bone through the <<small cave spider silk tunic>>!
A tendon has been torn!
The <iron spear> has lodged firmly in the wound!
The Quack twists the embedded <iron spear> around in The Kobold Thief's left upper leg!
The Quack stabs The Kobold Thief in the left upper leg with his <iron spear>, shattering the bone and shattering the left hip's bone through the <<small cave spider silk tunic>>!
An artery has been opened by the attack, many nerves have been severed and a tendon has been torn!
A ligament in the left hip has been torn and a tendon has been torn!
The Quack stands up.
The Quack bashes The Goblin Elite Crossbowman in the head with the shaft of his <iron spear>, but the attack is deflected by The Goblin Elite Crossbowman's <<«copper cap»»>>!
The Quack blocks The flying <<«silver bolt»»>>!
The Quack charges at The Goblin Elite Crossbowman!
The Goblin Elite Crossbowman looks surprised by the ferocity of The Quack's onslaught!
The Quack stabs The Goblin Elite Crossbowman in the left foot with his <iron spear>, tearing the muscle through the <<«giant badger leather sandal»»>>!
An artery has been opened by the attack and many nerves have been severed!
The <iron spear> has lodged firmly in the wound!
The Quack collides with The Goblin Elite Crossbowman!
The Goblin Elite Crossbowman is knocked over and tumbles backward!
The Quack stabs The Goblin Elite Crossbowman in the right hand with his <iron spear> and the severed part sails off in an arc!
The Quack strikes The Goblin Elite Crossbowman in the left lower arm with his <<«steel shield»»>, fracturing the bone through the <<«brown recluse spider silk cloak»»>!
The Quack leaps at The Goblin Swordsman!
The Goblin Swordsman looks surprised by the ferocity of The Quack's onslaught!
The Quack stabs The Goblin Swordsman in the left lower leg with his <iron spear>, fracturing the bone through the <<«echidna leather trousers»»>!
A motor nerve has been severed, a ligament has been torn and a tendon has been torn!
The <iron spear> has lodged firmly in the wound!
The Quack collides with The Goblin Swordsman!
The Goblin Swordsman is knocked over!
The Goblin Swordsman strikes at The Quack but the shot is blocked!
The Quack twists the embedded <iron spear> around in The Goblin Swordsman's left lower leg!
The Quack bites The Goblin Swordsman in the right upper leg, bruising the muscle through the <<«giant earthworm leather cloak»»>!
The Quack latches on firmly!
The Quack shakes The Goblin Swordsman around by the right upper leg, tearing apart the right upper leg's fat and bruising the bone!
A tendon in the right upper leg has been torn!
The Quack shakes The Goblin Swordsman around by the right upper leg, tearing apart the right upper leg's muscle and bruising the bone!
An artery in the right upper leg has been opened by the attack, many nerves have been severed and a tendon has been torn!
The Goblin Swordsman misses The Quack!
The Quack stabs The Goblin Swordsman in the head with his <iron spear>, tearing the muscle, shattering the skull and tearing the brain through the <<«raven man leather hood»»>!
A tendon in the skull has been torn!
The Quack stands up.
The Quack charges at The Goblin Swordsman!
The Goblin Swordsman looks surprised by the ferocity of The Quack's onslaught!
The Quack stabs The Goblin Swordsman in the left upper leg with his <iron spear>, fracturing the bone through the <<«troll fur cloak»»>!
A motor nerve has been severed and a tendon has been torn!
The Quack collides with The Goblin Swordsman!
The Goblin Swordsman is knocked over and tumbles backward!
The Quack stabs The Goblin Swordsman in the right lower leg with his <iron spear>, fracturing the bone through the <<«troll fur trousers»»>!
A sensory nerve has been severed, a ligament has been torn and a tendon has been torn!
The <iron spear> has lodged firmly in the wound!

The Mad Fool leaps into a pile of swordsgoblins and goes crazy.

The Goblin Crossbowman loses hold of the <<copper crossbow>>. The Miner of Skulls strikes The Goblin Crossbowman in the head with her →steel pick← and the severed part sails off in an arc!

Reaching the battle at last, I bravely and gallantly finish off a goblin our crossbowdwarves had disabled. At least, as bravely and gallantly as possible when me target is puking his guts out.

```

The Elite Marksdwarf bashes The Goblin Crossbowman in the head with her
Eiron crossbow=, bruising the muscle, bruising the skull through the
<<roll fur hood>>!!
The Elite Marksdwarf bashes The Goblin Crossbowman in the head with her
Eiron crossbow=, but the attack is deflected by The Goblin Crossbowman's
<<iron cap>>!!
The Elite Marksdwarf bashes The Goblin Crossbowman in the head with her
Eiron crossbow=, but the attack is deflected by The Goblin Crossbowman's
<<iron cap>>!!
The Elite Marksdwarf bashes The Goblin Crossbowman in the head with her
Eiron crossbow=, but the attack is deflected by The Goblin Crossbowman's
<<iron cap>>!!
The Elite Marksdwarf bashes The Goblin Crossbowman in the head with her
Eiron crossbow= bruising the muscle, bruising the skull through the
<<roll fur hood>>!!
The Elite Marksdwarf bashes The Goblin Axe Lord in the head with her
Eiron crossbow=, bruising the muscle and shattering the skull through the
<<troglodyte leather hood>>!!
The Elite Marksdwarf bashes The Goblin Axe Lord in the head with her
Eiron crossbow=, but the attack is deflected by The Goblin Axe Lord's
<<copper cap>>!!
The Elite Marksdwarf bashes The Goblin Axe Lord in the head with her

```

Zasit starts beating the snot out of goblins with the but of her crossbow.



...I forgot to set the civilian alert, didn't I.

Well, we obliterated the goblins with only about 2 wounded (+ or - Imush, who may die), I turn me attention to more pressing matters, such as seizing every last good those elves brought. Not that they really have anything we need or want (I guess the buckets could be useful), but it's the concept of the thing that matters.

Nithe: Take what you wish. I can't stop you.

Nithe is unwilling to trade.

| | |
|----------|--------|
| Eniwaoda | Usânst |
|----------|--------|

Yeah, you saw what we did to those goblins.

On a happier note, Lilbear has given birth to a baby boy!

■ **an animal has grown to become a stray donkey.**

→Imush Delethnomal, Titanslayer has been found dead.

Summer has come, and with it...

Summer has come, and with it...
 A tendon has been torn!
 The Forgotten Beast breathes a glob of forgotten beast extract!
 The flying <voidspawn bone bolt> strikes The Forgotten Beast in the lower body, tearing the muscle and bruising the guts!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**

Post by: **TheSaberTooth** on **September 01, 2014, 10:50:16 am**

For your first time, that was excellent, Wolf.

EDIT: LET ME REPHRASE THAT, FIRST TIME RUNNING A FORT.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**

Post by: **Dwarf4Explosives** on **September 01, 2014, 11:11:01 am**

What the fanged land torpedo (<http://www.bay12forums.com/smf/index.php?topic=121407.msg5040363#msg5040363>) is going on here? I come back from my vacation and...it's just more of the same? Really, step it up a notch people. Let's breach hell for demondamn sake.

Quote from: TheSaberTooth on September 01, 2014, 10:50:16 am

For your first time, that was excellent, Wolf.

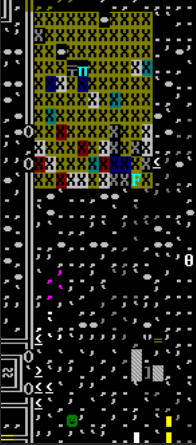
EDIT: LET ME REPHRASE THAT, FIRST TIME RUNNING A FORT.

Thanks. Really though, I was lucky. Lucky that it was only a goblin siege, lucky that the civilians didn't choose to sock stampede into to the goblins, and definitely lucky that the FB—well, I'll leave that for the next update...

From the journal of 'Wolfkit' Towergulf, Miner of Skulls

--

Armok's armpit beard!



Oh no! Ono found his way into the cavern bunker! Thank the bedrock that Flame was around to distract the beast from eating our population.

lower body, bruising the muscle and bruising the stomach through the <rope reed fiber cape>!
The flying <voidspawn bone bolt> strikes The Forgotten Beast in the right front leg, fracturing the bone!
A tendon has been torn!
The Forgotten Beast falls over.
The Forgotten Beast breathes a glob of forgotten beast extract!
The spinning forgotten beast frozen extract strikes The Chaosbane in the upper body, bruising the muscle through the <rope reed fiber cape>!
The flying <voidspawn bone bolt> strikes The Forgotten Beast in the right front leg, fracturing the bone!
A tendon has been torn!
The Forgotten Beast breathes a glob of forgotten beast extract!
The spinning forgotten beast frozen extract strikes The Chaosbane in the left upper leg, bruising the muscle through the <black bear leather trousers>x!
The Forgotten Beast breathes a glob of forgotten beast extract!
The spinning forgotten beast frozen extract strikes The Chaosbane in the left upper arm, bruising the muscle through the <brown recluse spider silk robe>!
The Forgotten Beast breathes a glob of forgotten beast extract!
The flying <voidspawn bone bolt> strikes The Forgotten Beast in the left front leg, fracturing the bone!
A tendon has been torn!
The Forgotten Beast breathes a glob of forgotten beast extract!
The flying <voidspawn bone bolt> strikes The Forgotten Beast in the lower body, tearing the muscle and bruising the guts!
The Forgotten Beast breathes a glob of forgotten beast extract!
The spinning forgotten beast frozen extract strikes The Chaosbane in the left upper arm, bruising the muscle through the <brown recluse spider silk robe>!

...and that Ono's spittle is apparently frozen solid. That's odd.

I immediately mobilize the military in hopes of taking this beast down quickly.

trousers>x!
The Chaosbane bashes The Forgotten Beast in the upper body with her ðiron crossbowð, but the attack glances away!
The Forgotten Beast breathes a glob of forgotten beast extract!
The spinning forgotten beast frozen extract strikes The Chaosbane in the left hand, bruising the bone through the <alpaca wool left mitten>!
The Chaosbane bashes The Forgotten Beast in the lower body with her ðiron crossbowð, but the attack glances away!
The Chaosbane bashes The Forgotten Beast in the left front paw with her ðiron crossbowð, but the attack glances away!

Flame runs out of bolts and engages in melee combat, but I am not impressed with the results.



Prosnorklus and the Mad Fool approach! Meanwhile not much progress is made in the fight between Flame and Ono, though Flame is going to have a lovely set of ðbruisesð later, though.

A tendon has been torn!
The spinning forgotten beast frozen extract misses The Axe Lord!
The Axe Lord hacks The Forgotten Beast in the head from the side with his Kássárek Thocit Nozush and the severed part sails off in an arc!

And Prosnorklus gets the kill before the Mad Fool can reach the beast! Okay then, crisis averted. I hope. Though if I find a coating of that spittle on my +oatmeal+...

'Dravek' Zasiton, Brewer has been possessed!

Suddenly, a brewer is possessed and starts running up from the cavern, and runs past me in the corridor as I haul an armor bin. Speaking of which, I'm the overseer! Why am I being given grunt work? I need to talk to the Mad Fool and tell him that while he may be my commander, I am, in fact his boss!

Note to self - do not bug the Mad Fool. He just smiled in this insanely threatening and threateningly insane way and asked me if I needed any surgery done, since he hadn't had a chance to operate on Ono and needed a patient.

...It's probably a good thing that he's in the military instead of practicing his skills on us, so I'm just going to cower and leave him alone.

'Dravek' Zasiton has claimed a Magma Forge.

Let's hope this is something good!

Dravek is still gathering materials, my adamantine pick is still not ready, but at least I am off duty! I celebrate by saying that I will not do any menial labors (one of the few priveleges of being overseer). I must practice mining rock, so that I will be ready to mine skulls later! The other dwarves in the military may laugh, but I'll show them. I'll show them all! BWAHAHAHAHAHAhahaha.....

I have no clue where that came from. Anyway, I meant that I would show them by becoming a legendary champion, which isn't actually evil. Sorry again about that evil laugh.



A troll has been spotted in the cavern fort and we fear it may have killed Mr Strange. So much for me break. Kazim is the first there, but he enters the wrong room!



I must hope that Kazim's dimrockness is the exception, not the norm.

Armokdammit!



Thankfully, the troll decides to leaves the room and engage Saber of its own accord.

Post by: **TheFlame52** on **September 02, 2014, 03:47:14 pm**

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **SanDiego** on **September 02, 2014, 05:05:39 pm**

We have invisible ducks fighting, untold horrors spitting frozen poison and trolls randomly wandering in to murder out citizens. Bussiness as usual, then?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Wolfkit** on **September 02, 2014, 06:55:04 pm**

Quote from: SanDiego on September 02, 2014, 05:05:39 pm
We have invisible ducks fighting, untold horrors spitting frozen poison and trolls randomly wandering in to murder out citizens. Bussiness as usual, then?
Not to mention the military entering the any room other than the room with their target in it.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **GentlemanRaptor** on **September 03, 2014, 07:56:46 am**

I come back, and I'm dorfed! Yay! Keep on keepin' on. Also, obligatory what the everloving fuck happened.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **September 03, 2014, 03:06:30 pm**

Quote from: Dwarf4Explosives on September 01, 2014, 11:11:01 am
What the fanged land torpedo (http://www.bay12forums.com/smf/index.php?topic=121407.msg5040363#msg5040363) is going on here? I come back from my vacation and...it's just more of the same? Really, step it up a notch people. Let's breach hell for demandam sake.

Holy shit, I read the link and was shocked to realize that I was the one who originated the term fanged land torpedo. Wow.

I'm honored that someone cared enough to use it, pleased that I'm literally the only Google result to be found, and intend to start using this phrase more often, like a boss.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **September 09, 2014, 08:55:38 pm**

I refuse to allow this thread to land on the 3rd page

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **September 10, 2014, 05:23:52 pm**

I jut noticed this rereading the last update. Ulborb was a swordsmaster before. That message shows up every time said dwarf goes from civilian to military alert.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **September 12, 2014, 11:27:05 am**

I might be able to actually play again. What say I have next go?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **September 12, 2014, 03:52:48 pm**

Quote from: CaptainMcClellan on September 12, 2014, 11:27:05 am
I might be able to actually play again. What say I have next go?
I'll take the one after that. I think it's about time to conquer hell and die trying.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **September 12, 2014, 03:58:12 pm**

Quote from: TheFlame52 on September 12, 2014, 03:52:48 pm
Quote from: CaptainMcClellan on September 12, 2014, 11:27:05 am
I might be able to actually play again. What say I have next go?
I'll take the one after that. I think it's about time to conquer hell and die trying.
I gots me a new computer, so after you (if you don't die via demon tentacles), I shall take another swing at the fort.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **StupidElves** on **September 12, 2014, 04:09:24 pm**

Soon, this fortress will fall. And when it does, the Boatmurdered and Deathgate of 2014 can take place.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Wolfkit** on **September 12, 2014, 05:13:47 pm**

From the journal of "Wolfkit" Towergulfs the Gloved Papers of Permanency, Miner of Skulls
--

The first combat occurs surprising quickly! A group of trolls popped up right next to the fort and are ganging up on pitchblende!

The Troll grabs The Gears Curator by the left ear with her left hand!
The flying <*silver bolt*> strikes The Troll in the upper body, bruising the muscle and chipping the middle spine's bone and bruising the nervous tissue through the <(large coyote leather cloak)>!
The Troll pushes The Gears Curator in the upper body, but the attack is deflected by The Gears Curator's <giant cave spider silk robe>!
The Troll misses The Gears Curator!
The Troll goes The Gears Curator in the third finger, right hand with her left tusk, tearing apart the skin and bruising the muscle through the <(llama wool cloak)>!
The Troll grabs The Gears Curator by the <(pig tail fiber right glove)> with her left lower leg!
The Troll grabs The Gears Curator by the <-<rope reed fiber right mitten>-> with her left lower arm!
The Troll kicks The Gears Curator in the right cheek with her right foot, bruising the skin through the <(llama wool cloak)>!
The Troll grabs The Gears Curator by the left lower leg with her left hand!
The Troll grabs The Gears Curator by the upper right back teeth with her left hand!
The Troll throws The Gears Curator by the left ear with The Troll's left hand!
The Gears Curator slams into an obstacle!
The Troll locks The Gears Curator's left knee with The Troll's left hand!
The Troll releases the grip of The Troll's left hand on The Gears Curator's upper right back teeth.
The Troll releases the grip of The Troll's left lower leg on The Gears Curator's <(pig tail fiber right glove)>.
The Troll releases the grip of The Troll's left lower arm on The Gears Curator's <-<rope reed fiber right mitten>->.
The Troll punches The Gears Curator in the upper body with her left hand, bruising the muscle and bruising the liver through the <(llama wool cloak)>!
The Troll grabs The Gears Curator by the tongue with her left upper arm!
The Troll bends The Gears Curator's left lower leg with The Troll's left hand, shattering the left knee's bone!
A ligament in the left knee has been torn and a tendon has been torn!
The Troll goes The Gears Curator in the right upper arm with her right tusk, bruising the muscle through the <(llama wool cloak)>!
The Troll pushes The Gears Curator in the left upper leg, bruising the fat through the <(llama wool cloak)>!
The Troll releases the grip of The Troll's left upper arm on The Gears Curator's tongue.
The Troll grabs The Gears Curator by the throat with her left upper leg!
The Troll goes The Gears Curator in the left lower leg with her right horn, bruising the bone through the <(rope reed fiber trousers)>!
Not sure pitchblende even has a hope right now...

shudders

through the <(llama wool cloak)>!
The Troll releases the grip of The Troll's left upper arm on The Gears Curator's second finger, right hand.
The Troll grabs The Gears Curator by the left foot with her right upper arm!
The Troll strangles The Gears Curator's throat!
The Gears Curator passes out.
+The Troll goes The Gears Curator in the head with her right horn, bruising the muscle, jamming the skull through the brain and tearing the brain!

A kobold in the fort? Why do these guys show up at sieges?

Battle begins, and it's hard to keep track of anything in the chaos. NCommander gets knocked down repeatedly by a troll until he manages to bash its head in, then takes on a group of speargoblins. Saber runs off to fight a squad of speargoblins but doesn't get the upper hand and ends up dodging into a pond... Ulborb bites a goblin in the head... The speargoblins try their hands at spearfishing for the elusive sabertoothed fish.



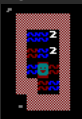
Then a goblin axe lord attempts to chop my arm off, and I start paying attention to myself. Also, thank the bedrock for armor.

The Miner of Skulls scratches The Goblin Bowman in the left hand, tearing the muscle through the <<black bear leather left glove>>!
The Miner of Skulls blocks The flying <<silver arrow>>!
The Miner of Skulls kicks The Goblin Bowman in the right foot with her left foot, bruising the bone through the <<troll fur sandal>>!
The Miner of Skulls strikes The Goblin Bowman in the head with her =adamantine pick=, tearing apart the muscle, shattering the skull and tearing apart the brain through the <<troll fur hood>>!
An artery has been opened by the attack!
A tendon in the skull has been torn!
The Goblin Bowman has been knocked unconscious!
Yes...

The Goblin Spearman attacks The Godslayer but She jumps away!
The Goblin Spearman misses The Godslayer!
The Goblin Mace Lord bashes The Godslayer in the right lower arm with his <<=copper morningstar=*>>, fracturing the bone through the =steel right gauntlet*!
The Godslayer loses hold of the <<=steel shield*>>.
The Goblin Spearman stabs The Godslayer in the left upper arm with her <<=silver spear*>>, bruising the muscle through the x<giant badger leather cloak>x!
The Goblin Spearman stabs The Godslayer in the left lower arm with her <<=iron spear*>>, bruising the fat through the =steel left gauntlet*!
The Goblin Spearman stabs The Godslayer in the left upper arm with his <<=copper spear*>>, bruising the muscle through the x<giant badger leather cloak>x!
The Godslayer has become enraged!
The Goblin Spearman misses The Godslayer!
The Goblin Spearman stabs The Godslayer in the right foot with his <<=copper spear*>>, bruising the skin through the =steel high boot*!
The Goblin Mace Lord bashes The Godslayer in the left upper arm with his <<=copper morningstar*>>, bruising the muscle through the x<giant badger leather cloak>x!
The Goblin Spearman stabs The Godslayer in the right upper leg with his <<=copper spear*>>, but the attack is deflected by The Godslayer's =steel greaves*!
While I head back to the main fighting after chasing down a bowgoblin, I notice Saber isn't doing so well. And is still in the pool. And is doing worse by the minute, but I'm distracted by another bowgoblin.

<<=silver spear*>>, but the attack is deflected by The Godslayer's =steel greaves*!
The Goblin Spearman stabs The Godslayer in the right hand with her <<=silver spear*>>, bruising the fat through the =steel right gauntlet*!
The Godslayer gives in to pain.
The Goblin Mace Lord bashes The Godslayer in the head with his <<=copper morningstar*>>, tearing the muscle, shattering the skull and bruising the brain through the x<giant hare leather hood>x!
A tendon in the skull has been torn!

NO!



with his Uzolostath and the severed part sails off in an arc!
The Stonemurderer bites The Goblin Hammerman in the throat, bruising through the <<troll fur cloak>>!
The Stonemurderer latches on firmly!
The Stonemurderer shakes The Goblin Hammerman around by the throat, tearing apart the throat!
A major artery in the throat has been opened by the attack!
The Goblin Hammerman misses The Stonemurderer!

Enraged by Saber's death, we fight on.

The Miner of Skulls strikes The Goblin Bowman in the left lower leg with her =adamantine pick= and the severed part sails off in an arc!
The Miner of Skulls jumps away from The flying <<=iron arrow>>!
The Miner of Skulls strikes The Goblin Bowman in the left upper arm with her =adamantine pick= and the severed part sails off in an arc!
The Miner of Skulls strikes The Goblin Bowman in the right upper leg with her =adamantine pick= and the severed part sails off in an arc!
The Miner of Skulls strikes The Goblin Bowman in the mouth with her <<=steel shield*>>, bruising the left cheek's skin through the <<blind cave bear leather cloak>>!
The Miner of Skulls strikes The Goblin Bowman in the upper body with her =adamantine pick=, tearing the muscle and tearing apart the right lung through the <<blind cave bear leather cloak>>!
An artery has been opened by the attack!
The Goblin Bowman is having trouble breathing!
The Miner of Skulls strikes The Goblin Bowman in the left upper leg with her =adamantine pick= and the severed part sails off in an arc!

The Miner of Skulls punches The Goblin Spearman in the head with her right hand, bruising the muscle, shattering the skull and denting the brain through the <<troll fur hood>>!

I punch through a goblins skull, but I feel guilty about not using my pick. It's okay precious, I didn't mean anything by it...

The battle goes easily after that, though Maxwell Edison loses his left arm.

Unfortunately, Saber's body lies sunk i the water, so we will not even be able to give him a proper burial.
Why did Saber have to die? He was one of our best. The power of overseer and I couldn't save him. And Pitchblende, I ordered him to his death...

Autumn comes, and McIgnobel gives birth to a girl.
I change the military schedule to add 1 month off every 4 months. I think we could use some time off occaisionally to think about things... I do, especially.
I have been given a title by the other dwarves: Regmonom Irlom, "The Gloved Papers of Permanency".

Microblighted became a legendary swordsdwarf while sparring with Ulborb!

'Josh the Hawk' Asdûgid, Historian withdraws From society...
Josh the Hawk withdraws from society...

'Josh the Hawk' Asdûgid has claimed a Craftsdfwarf's Workshop...
...and claims a craftdwarf's workshop.

Thob Regisan, Ghostly Dwarven Child has risen and is haunting the fortress!
Why do we have the ghost of a dwarven child? What is wrong with this place?

'Josh the Hawk' Asdûgid has begun a mysterious construction!'

Migrants!
1 stoneworker, 1 strand extractor, 1 miner, 1 wax worker, 1 woodcrafter, 1 fish cleaner. Only 6, and not one with military experience. Well, at least the miner might come in handy

'Josh the Hawk' Asdûgid, Historian has created Titthalalen, a lignite bracelet!
Press Enter to close window
This is a lignite bracelet. All craftsdfwarfship is of the highest quality. It is studded with copper, decorated with alpaca wool and encircled with bands of cushion lignite cabochons, iron and pear cut clear zircons. This object is adorned with hanging rings of cave spider silk and menaces with spikes of tower-cap.
On the item is an image of Ezum Bridgedish the dwarf and dwarves in amethyst. Ezum Bridgedish is surrounded by the dwarves. The artwork relates to the appointment of the dwarf Ezum Bridgedish to the position of outpost liaison of The Smooth Helm in the late autumn of 269.
It's worth 74,400.

iton Sebsúrkeskal, Ghostly Voidsfan Thrall Merchant has transformed into a dwarf!
Umm.... What in the name of granite does this even mean? Sigh, guess I'll queue up ANOTHER slab to be engraved.
A vile force of darkness has arrived!
How many goblins must we kill for them to get the message?...

(OOC: Sorry about dissappearing for a while. There were a number of contributing factors ranging from lower FPS than anticipated to Borderlands 2 to math homework to losing my wallet. (I did get it back, but not until after I canceled my cards.) I'll finish my turn up this weekend though.)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **September 12, 2014, 05:28:43 pm**

What the hell happened!? Where was everyone when saber was killed! He was a swordsmaster!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Wolfkit** on **September 12, 2014, 05:44:29 pm**

Quote from: TheFlame52 on September 12, 2014, 05:28:43 pm
What the hell happened!? Where was everyone when saber was killed! He was a swordsmaster!
Legendary swordsdwarf, yes. Legendary swimmer, notsomuch.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **September 12, 2014, 06:48:48 pm**

But why was he out by the ponds?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **SanDiego** on **September 12, 2014, 07:08:58 pm**

Quote from: Wolfkit on September 12, 2014, 05:13:47 pm
Why do we have the ghost of a dwarven child? What is wrong with this place?
Welcome to the Murdermachines. Please leave your sanity at the door.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Wolfkit** on **September 12, 2014, 07:23:58 pm**

Quote from: TheFlame52 on September 12, 2014, 06:48:48 pm
But why was he out by the ponds?

He saw a goblin squad and he charged. Problaby could have won if he didn't dodge into the freaking pond.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **September 13, 2014, 07:52:42 am**

Okay, I could handle the ghost of a dwarven child and the death of Saber, but a voidspawn thrall's* ghost transforming into a dwarf is just *weird*.

*Since when are voidspawn willing to sell anything anyway? The only export they have is death, and they give that away for free.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **September 13, 2014, 10:34:50 am**

Quote from: Wolfkit on September 12, 2014, 07:23:58 pm
Quote from: TheFlame52 on September 12, 2014, 06:48:48 pm
But why was he out by the ponds?
He saw a goblin squad and he charged. Problaby could have won if he didn't dodge into the freaking pond.
Blast! Curse my dodging skill.

And so my vendetta against ponds began.

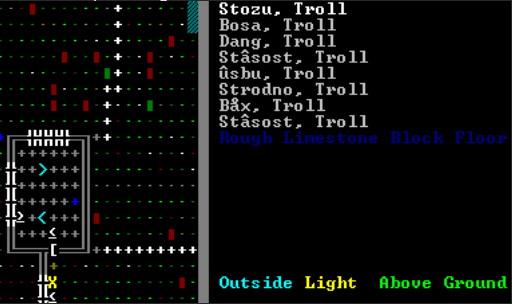
Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Wolfkit** on **September 15, 2014, 04:59:27 pm**

Sweet limestone everyone is dying. This is not going as well as I would have liked.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Wolfkit** on **September 15, 2014, 07:08:07 pm**

From the journal of "Wolfkit" Towergulfs, the Gloved Papers of Permanency
--

I tell all the civilians to get inside and for the military to station within the aboveground walls. Don't want anydwarf running off into the ponds.
The first squad of goblins has almost reached the walls and-



What the magma are those trolls doing up there?

The <iron scourge> strikes The Troll in the right upper arm, chipping the bone and fracturing the right shoulder's bone through the <<large troll fur cloak>>!
The <iron scourge> strikes The Troll in the upper body, bruising the muscle and bruising the left lung through the <<large troll fur cloak>>!
The Troll loses hold of the <<large deer leather hood>>.
The Troll loses hold of the <<large white stork leather cap>>.
The <iron battle axe> strikes The Troll in the head and the severed part sails off in an arc!

A separate group of trolls is the first to head down the main path, and one of the gets brutalized by weapon traps.



A troll approaches! A singular troll. It doesn't have a chance. I almost feel sorry for it.

The <silver pike> strikes The Goblin Axeman in the left lower leg, shattering the bone through the <<cave spider silk trousers>>!
A ligament has been torn and a tendon has been torn!
The <silver pike> strikes The Goblin Axeman in the right upper leg, shattering the bone through the <<troll fur cloak>>!
The <+<iron morningstar>>+> strikes The Goblin Axeman in the head, bruising the muscle, jamming the skull through the brain and tearing apart the brain!
The Goblin Axeman has been knocked unconscious!

Meanwhile, the weapon traps claim another victim.
Another troll reaches our front line and Prosnorklus kills it, becoming an Axe Lord!



After turning a stream of trolls into a fine red mist, the goblins finally reach us.
Wolfkit, Urdinthabun Regmonon Irlom, Miner of Skulls
Store it
Sleep
Gobblins

The first goblin squad shows a bit more resistance but still are dying fairly quickly, so I decide to go to bed and ask how the battle went later.

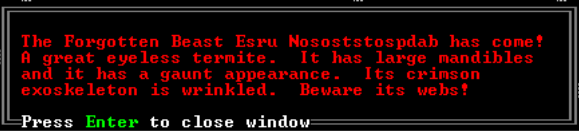
Before I reach my room, I am told that the there are trolls in fort!



Shale and slate!
Thankfully, NCommander and Ulorb are nearby, so I give orders for thier squad to kill the trolls.

The seige is over, with no loss other than a miner who arrived in the last migrant wave and was killed by the trolls.

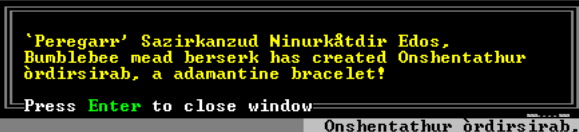
Winter is here.



A forgotten beast has come! Unlike Ono, this one is in a cavern layer where it can't reach us so I'm leaving it alone.

I've been hearing reports of troglodytes harassing civilians - no life threatening injuries yet though - so I sic the voidwraiths squad on the troglodytes.

Peregarr is taken by a fey mood! And claims a magma forge. Let's hope this is something good!



This is a adamantine bracelet. All craftsdwarfship is of the highest quality. It is studded with adamantine and encircled with bands of chestnut and round diorite cabochons. This object menaces with spikes of citrine and diorite.
On the item is an image of Quietechoes the Spikes of Vegetation the adamantine battle axe in goblin bone.
On the item is an image of Ago Dreadfullenses the goblin in cave spider silk.
On the item is an image of three cushion cabochons in prase.

Wow. He added an image of the goblin whose arm bone he used as and ingredient. Just, wow.
Also, it's worth 730,800☼.



The flying <=>alpaca bone bolt=> strikes The Mountain Titan in the body, breaking away most of the tissue!
That was easy. Too easy.
This is a Dirlu Akansáthra Ganuhsenre's flames.

Left behind an interesting corpse. (Ooc: Someone figure out how to turn this into the second red monster sword)

A vile force of darkness has arrived!

OH FOR THE LOVE OF-

I again order the military to station within the walls, but the majority doesn't listen to me and charges out of the gates for reasons unknown. They decimate some trolls, but then...



ARMOKDAMMIT NOT AGAIN!

Thankfully, the Mad Fool is able to get out of the pool.
...and he's back in the water. DOLOMITE!

The El mechanico gives in to pain.
The Troll gores The El mechanico in the head with her right horn, bruising the muscle, jamming the skull through the brain and tearing the brain!
*SanDiego' Nishkeshan, El mechanico has been struck down.

GABBRO! ANDESITE!

The Troll strangles The Runesmith's throat!
The Troll strangles The Runesmith's throat!
The Troll strangles The Runesmith's throat!
The Troll strangles The Runesmith's throat!
The Goblin Axeman slashes The Runesmith in the head with his <<iron halberd>>, tearing apart the muscle, shattering the skull and tearing apart the brain through the <pig tail fiber hood>!
A tendon in the skull has been torn!
The <<iron halberd>> has lodged firmly in the wound!
*Karen' Kuletilul, Runesmith has been struck down.

BAUXITE! ORTHOCLASE! MARBLE!

The Sloth Acolyte counterstrikes!
The Sloth Acolyte misses The Goblin Axeman!
The Goblin Axeman hacks The Sloth Acolyte in the right foot with her <<silver battle axe>>, tearing apart the fat through the <cave spider silk sandal>>!
The <<silver battle axe>> has lodged firmly in the wound!
The Goblin Axeman hacks The Sloth Acolyte in the left lower leg with his <<silver battle axe>>, tearing apart the muscle through the <coyote leather trousers>!
An artery has been opened by the attack and many nerves have been severed!
*Talonis Sloth' Dèghesmar, Sloth Acolyte has bled to death.

SANDSTONE! CHERT! CINNABAR! MAGNETITE!



The Goblin Master Lasher lashes The Beastslayer in the left lower leg with his <<copper whip>>, bruising the muscle through the <steel greaves>!
The Goblin Master Lasher lashes The Beastslayer in the head with his <<copper whip>>, bruising the muscle, jamming the skull through the brain and tearing the brain!
The Beastslayer has been knocked unconscious!
*Mafoi Gósmérkúbuk Korokab, Beastslayer has been struck down.

OBSIDIAN! SLADE! SLADE!

<<copper whip>>, jamming the bone through the right ankle's muscle and chipping the right ankle's bone!
The Goblin Master Lasher lashes The Insane One in the left upper leg with his <<copper whip>>, bruising the muscle through the <steel greaves>!
The Goblin Master Lasher lashes The Insane One in the head with his <<copper whip>>, bruising the muscle, jamming the skull through the brain and tearing the brain!
The Insane One has been knocked unconscious!

LIMESTONE! GYPSUM!

The Goblin Axeman hacks The Doctor in the head with her <<iron battle axe>>, but the attack is deflected by The Doctor's <steel helm>!
The Goblin Axeman hacks The Doctor in the head with his <<silver battle axe>>, but the attack is deflected by The Doctor's <steel helm>!
The Goblin Axeman hacks The Doctor in the head with his <<silver great axe>>, but the attack is deflected by The Doctor's <steel helm>!
The Goblin Master Lasher lashes The Doctor in the head with his <<copper whip>>, bruising the muscle, jamming the skull through the brain and tearing the brain!

RYOLITE! MICROCLINE!

A tendon in the right true ribs has been torn!
The <dog bone bolt> has lodged firmly in the wound!
The Goblin Master Lasher lashes The Chaosbane in the head with his <<copper whip>>, bruising the muscle, jamming the skull through the brain and tearing the brain!
The Chaosbane has been knocked unconscious!

MAGMA! COBALTTITE!

foot with his <<copper whip>>, jamming the bone through the right ankle's muscle and chipping the right ankle's bone!
The Goblin Master Lasher lashes The Bumblebee mead berserk in the head with his <<copper whip>>, bruising the muscle, jamming the skull through the brain and tearing the brain!
The Bumblebee mead berserk has been knocked unconscious!

KIMBERLITE! OLIVINE!

The Goblin Hammer Lord bashes The captain of the guard in the head with her <<*iron maul>>, but the attack is deflected by The captain of the guard's <steel helm>!
The Goblin Lasher lashes The captain of the guard in the head with her <<silver whip>>, bruising the muscle, jamming the skull through the brain and tearing the brain!

CHERT! GABBRO!

The Depthseeker gives in to pain.
The Goblin Lasher lashes The Depthseeker in the head with his <<silver scourge>>, bruising the muscle, shattering the skull and bruising the brain through the <steel helm>!

BAUXITE! LIMESTONE!

The Goblin Lasher lashes The Quack in the left upper leg with his <<silver scourge>>, chipping the bone and fracturing the left hip's bone through the <steel mail shirt>!
The Goblin Lasher lashes The Quack in the head with his <<copper scourge>>, tearing the muscle, shattering the skull and bruising the brain through the <<adamantine cap>>!
The Mad Fool' Eribsokan Lidnum, Quack has been struck down.

SALTPETER! CALCITE!

seige...over...gniess...many...dead...shale...hand...injured...cinnabar...

Ryolite. Granite rutile basalt. Hornblende, jet schist chert, andesite. Talc granite.

And so the year ends. Whoever goes next may want to work on rebuilding the military.
Save: <http://dffd.wimbli.com/file.php?id=9707> (<http://dffd.wimbli.com/file.php?id=9707>)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Shaggard** on **September 15, 2014, 07:11:25 pm**

I didn't get tossed into a lake again, so this was all around a positive gain in regards to turns.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **September 15, 2014, 08:37:24 pm**

My god, all those deaths. Whoever's next is going to have a hard time fixing this.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Wolfkit** on **September 16, 2014, 07:05:12 am**

Quote from: TheSaberTooth on September 15, 2014, 08:37:24 pm

My god, all those deaths. Whoever's next is going to have a hard time fixing this.

Yeah, sorry about that. I'm pretty sure that that most of the deaths wouldn't have happened if the military had stationed where I told it to station though. Rrggh.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **September 16, 2014, 09:30:36 am**

Well, at least we have the stuff for a new flamesword. Does Titan flame normally burn hotter or colder than demon flame?

Also, how the heck did Mad Fool end up in the water *again*?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Wolfkit** on **September 16, 2014, 12:35:10 pm**

Either a goblin charging at him or him charging at a goblin

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **September 16, 2014, 03:31:32 pm**

[Quote from: Dwarf4Explosives on September 16, 2014, 09:30:36 am](#)

Well, at least we have the stuff for a new flamesword. Does Titan flame normally burn hotter or colder than demon flame?
The same temperature.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **SanDiego** on **September 17, 2014, 05:13:44 am**

Senseless massacre? Titan fire in stockpile? Sounds like the Murdermachines I like.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **StupidElves** on **September 17, 2014, 05:35:18 am**

Okay, I came in a little late. So, can someone clarify this for me? Did you actually make a sword out of demon fire? How?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **SanDiego** on **September 17, 2014, 07:08:39 am**

[Quote from: StupidElves on September 17, 2014, 05:35:18 am](#)

So, can someone clarify this for me? Did you actually make a sword out of demon fire? How?
Not yet. However, Deathgate has. As to how, no one is quite sure.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **StupidElves** on **September 17, 2014, 07:58:41 am**

[Quote from: SanDiego on September 17, 2014, 07:08:39 am](#)

[Quote from: StupidElves on September 17, 2014, 05:35:18 am](#)

So, can someone clarify this for me? Did you actually make a sword out of demon fire? How?
Not yet. However, Deathgate has. As to how, no one is quite sure.

I need to read Deathgate then. Is it in the LP Archive?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **SanDiego** on **September 17, 2014, 09:06:42 am**

Here ya go: <http://www.bay12forums.com/smf/index.php?topic=84451.0>

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **StupidElves** on **September 17, 2014, 12:04:32 pm**

Thanks.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **tonnot98** on **September 17, 2014, 04:09:26 pm**

A turn and a dorf, please!

I would love to be a bonecarver, or if not that, a jeweler!

Also, is this 34.11 or 40.xx?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Wolfkit** on **September 17, 2014, 04:39:31 pm**

[Quote from: tonnot98 on September 17, 2014, 04:09:26 pm](#)

A turn and a dorf, please!

I would love to be a bonecarver, or if not that, a jeweler!

Also, is this 34.11 or 40.xx?

34.11, and here is the dorfing list (<https://docs.google.com/spreadsheet/ccc?key=0AISO5hVNJbAqdGUxNmW5dEFqVG91Nm1Jb2xKRk02NVE#gid=0>).

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **September 17, 2014, 05:39:58 pm**

Is anyone going next? ???

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **tonnot98** on **September 17, 2014, 05:44:24 pm**

[Quote from: Wolfkit on September 17, 2014, 04:39:31 pm](#)

[Quote from: tonnot98 on September 17, 2014, 04:09:26 pm](#)

A turn and a dorf, please!

I would love to be a bonecarver, or if not that, a jeweler!

Also, is this 34.11 or 40.xx?

34.11, and here is the dorfing list (<https://docs.google.com/spreadsheet/ccc?key=0AISO5hVNJbAqdGUxNmW5dEFqVG91Nm1Jb2xKRk02NVE#gid=0>).

Perfect, also what's the tilepack being used (If any)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **September 17, 2014, 06:00:48 pm**

Default. Tilesets fuck up the save.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Wolfkit** on **September 17, 2014, 08:26:36 pm**

[Quote from: TheSaberTooth on September 17, 2014, 05:39:58 pm](#)

Is anyone going next? ???

[Quote from: TheSaberTooth on September 12, 2014, 03:58:12 pm](#)

[Quote from: TheFlame52 on September 12, 2014, 03:52:48 pm](#)

[Quote from: CaptainMcClellan on September 12, 2014, 11:27:05 am](#)

I might be able to actually play again. What say I have next go?

I'll take the one after that. I think it's about time to conquer hell and die trying.

I gots me a new computer, so after you (if you don't die via demon tentacles), I shall take another swing at the fort.

[Quote from: tonnot98 on September 17, 2014, 04:09:26 pm](#)

A turn and a dorf, please!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **September 17, 2014, 08:48:14 pm**

[Quote from: Wolfkit on September 17, 2014, 08:26:36 pm](#)

[Quote from: TheSaberTooth on September 17, 2014, 05:39:58 pm](#)

Is anyone going next? ???

[Quote from: TheSaberTooth on September 12, 2014, 03:58:12 pm](#)

[Quote from: TheFlame52 on September 12, 2014, 03:52:48 pm](#)

[Quote from: CaptainMcClellan on September 12, 2014, 11:27:05 am](#)

I might be able to actually play again. What say I have next go?

I'll take the one after that. I think it's about time to conquer hell and die trying.

I gots me a new computer, so after you (if you don't die via demon tentacles), I shall take another swing at the fort.

[Quote from: tonnot98 on September 17, 2014, 04:09:26 pm](#)

A turn and a dorf, please!

So its-

CaptianMcClellan
TheFlame52
Me
And tonnot98

Right?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Wolfkit** on **September 18, 2014, 05:39:04 am**

[Quote from: TheSaberTooth on September 17, 2014, 08:48:14 pm](#)

So its-

CaptianMcClellan

TheFlame52
Me
And tonnot98
Right?
Yeah. Should I message McCellan?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **tonnot98** on **September 18, 2014, 09:57:22 am**

So was this just abandoned by anima?

It seems to be going very slowly with no official turn list.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AoshimaMichio** on **September 18, 2014, 01:21:15 pm**

It might be good idea to combine turn list with dorfing list.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **September 18, 2014, 05:26:41 pm**

Quote from: Wolfkit on September 18, 2014, 05:39:04 am
Yeah. Should I message McCellan?
Probably.
Quote from: tonnot98 on September 18, 2014, 09:57:22 am
So was this just abandoned by anima?
It seems to be going very slowly with no official turn list.
Yeah, Anima went AWOL a while back. No one has heard from him since. (Unless he became/merged with Terry)
Quote from: AoshimaMichio on September 18, 2014, 01:21:15 pm
It might be good idea to combine turn list with dorfing list.
Good idea.
-

Come to think of it, the OP was updated with a new quote in the quotes section earlier in the year. ???

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **September 18, 2014, 05:30:00 pm**

Quote from: TheSaberTooth on September 18, 2014, 05:26:41 pm
Yeah, Anima went AWOL a while back. No one has heard from him since. (Unless he became/merged with Terry)
Did I... Did I kill Anima?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Wolfkit** on **September 18, 2014, 06:37:40 pm**

McCellan says he can start his turn on Saturday.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **September 18, 2014, 09:43:31 pm**

Quote from: TheFlame52 on September 18, 2014, 05:30:00 pm
Quote from: TheSaberTooth on September 18, 2014, 05:26:41 pm
Yeah, Anima went AWOL a while back. No one has heard from him since. (Unless he became/merged with Terry)
Did I... Did I kill Anima?
That makes two of us. :)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **September 19, 2014, 02:22:49 pm**

Quote from: Wolfkit on September 18, 2014, 06:37:40 pm
McCellan says he can start his turn on Saturday.
McClellan. And yea, I'm just hear to confirm what Wolfkit said. Depending on whether or not my girlfriend will be angry with me later I might be able to start today, but I'm definitely gonna work on it tommorrow.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Wolfkit** on **September 19, 2014, 03:08:52 pm**

Sorry.

Also, OH CHERT I think I just saw Terry at my college. He was wearing hot pink tight shorts, roller blades, a dress shirt half tucked into his shorts with the sleeves pushed up to his elbows, a tie, white rimmed sunglasses, and had a boom box.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **September 19, 2014, 04:06:17 pm**

Quote from: Wolfkit on September 19, 2014, 03:08:52 pm
Sorry.
Also, OH CHERT I think I just saw Terry at my college. He was wearing hot pink tight shorts, roller blades, a dress shirt half tucked into his shorts with the sleeves pushed up to his elbows, a tie, white rimmed sunglasses, and had a boom box.
O.O That's eerie.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **September 19, 2014, 05:18:55 pm**

Quote from: Wolfkit on September 19, 2014, 03:08:52 pm
Sorry.
Also, OH CHERT I think I just saw Terry at my college. He was wearing hot pink tight shorts, roller blades, a dress shirt half tucked into his shorts with the sleeves pushed up to his elbows, a tie, white rimmed sunglasses, and had a boom box.
All of my wat.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **September 20, 2014, 12:44:46 am**

Uh... Where's the save?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Wolfkit** on **September 20, 2014, 06:08:25 am**

<http://dffd.wimbli.com/file.php?id=9707> (<http://dffd.wimbli.com/file.php?id=9707>)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **September 20, 2014, 08:15:40 am**

Quote from: Wolfkit on September 20, 2014, 06:08:25 am
<http://dffd.wimbli.com/file.php?id=9707> (<http://dffd.wimbli.com/file.php?id=9707>)
Thanks, got it. :)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **September 23, 2014, 11:47:15 am**

Wow, that was a bloody turn. As a seasoned Deathgater, I hereby award Wolfkit the Yuli Viasi Award for Lifetime Achievement, the medal of all those who successfully butchered our military.

You're in august company, son.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Wolfkit** on **September 23, 2014, 03:19:22 pm**

Quote from: kefkakrazy on September 23, 2014, 11:47:15 am
Wow, that was a bloody turn. As a seasoned Deathgater, I hereby award Wolfkit the Yuli Viasi Award for Lifetime Achievement, the medal of all those who successfully butchered our military.
You're in august company, son.
Why, thank you! I shall display this award proudly.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **September 23, 2014, 03:38:14 pm**

I got mine for accidentally letting demons into our Hellbunker while trying to build a machine to hold and dispense ducks onto the surface of Hell.

NRDL's Baelor, "The Bastard," was murdered by gecko demons while the ghost of his first incarnation watched. A trio of spirits of flame managed to waft into the underground booze storage and set the whole damn thing on fire, only eventually being put down after spending a full minute trying to kill one cat. The original Krosan fought a Monkey Brute to the edge of death before a recruit showed up to land the finishing blow, finally being carted away to The Mad Fool's infirmary with massive full-body blistering and scarring caused by the monkey brute's secretions.

But I finished my god damn duck machine. TAKE THAT, HELL.

(Of course, the ducks invariably broke bones on the way down, making them officially the worst paratroopers in history, but such is the cost of progress.)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **September 23, 2014, 05:19:18 pm**

I started breeding ducks for a new duck machine.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Wolfkit** on **September 23, 2014, 05:31:40 pm**

Quote from: TheFlame52 on September 23, 2014, 05:19:18 pm

I started breeding ducks for a new duck machine.

I noticed. Spammed the combat log half to hell.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **September 23, 2014, 07:20:19 pm**

Quote from: TheFlame52 on September 23, 2014, 05:19:18 pm

I started breeding ducks for a new duck machine.

Darkwing incoming.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Grombardrim** on **September 24, 2014, 07:10:02 am**

Is... Is Murdermachines still alive? If so, that's actually really kinda terrifying.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **September 24, 2014, 08:17:32 am**

Quote from: Grombardrim on September 24, 2014, 07:10:02 am

Is... Is Murdermachines still alive? If so, that's actually really kinda terrifying.

It's only about as alive as an El'Drazi, but yes, it is alive. Kinda.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Grombardrim** on **September 24, 2014, 08:32:42 am**

Quote from: Lolfail0009 on September 24, 2014, 08:17:32 am

Quote from: Grombardrim on September 24, 2014, 07:10:02 am

Is... Is Murdermachines still alive? If so, that's actually really kinda terrifying.

It's only about as alive as an El'Drazi, but yes, it is alive. Kinda.

Armok preserve us.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **September 24, 2014, 08:35:08 am**

Speaking of alive, what the hell was up with that voidspawn ghost? Was it some long-dead merchant who was transformed into a thrall before being killed and who transformed back just now?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **NCommander** on **September 24, 2014, 10:00:58 am**

Wow, coming back to DF after a long hitatus, and I'm shocked that this fort is still going, AND I'm still alive O_O;

Where's the current turn list, and can I get stats on my dorf.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **StupidElves** on **September 24, 2014, 10:10:27 am**

I would also like stats on my dorf, if that's not too much to ask. I remember that he/she is named Din, and is a metalsmith.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **September 24, 2014, 02:46:22 pm**

Quote from: StupidElves on September 24, 2014, 10:10:27 am

I would also like stats on my dorf, if that's not too much to ask. I remember that he/she is named Din, and is a metalsmith.

Din=Recovering wounded. Has been quite content lately. Gave somebody food and enjoyed it. Concerned about rejection and ridicule. That's it. Also, it's she.

Quote from: NCommander on September 24, 2014, 10:00:58 am

Wow, coming back to DF after a long hitatus, and I'm shocked that this fort is still going, AND I'm still alive O_O;

Where's the current turn list, and can I get stats on my dorf.

Turn list:

Me.

Somebody else

Somebody else

Stupid Elves?

You I guess...

NCommander has been pretty content lately. She had a pretty decent drink lately.

Also, two things. One: When did the Voidgod reincarnate into a child? Two: Some other child went berserk and I don't know where. Left unchecked, this could become very !!FUN!!

Also, interesting bit of trivia, I still have my save from my last turn of MurderMachines. How is it that only 5 in-game years have passed since my last turn? Also, if I can pull it off, can I have two in-game years?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **StupidElves** on **September 24, 2014, 03:04:27 pm**

I completely forgot that I wanted a turn. Oh well. I should be able to do stuff that isn't too bad.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **September 24, 2014, 09:27:57 pm**

Quote from: CaptainMcClellan on September 24, 2014, 02:46:22 pm

When did the Voidgod reincarnate into a child?

That was me. Mwahahahah

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Grombardrim** on **September 25, 2014, 04:29:05 am**

Speaking of Dwarf stats. Is Grom alive?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Wolfkit** on **September 25, 2014, 05:26:25 am**

Quote from: Grombardrim on September 25, 2014, 04:29:05 am

Speaking of Dwarf stats. Is Grom alive?

Dunno how you died before, but I dorfed you on my turn. While in Murdermachines your dorf has had 2 kills, but has 74 unimportant kills from before Murdermachines. Mostly animal men and giant animals.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **September 25, 2014, 07:55:13 am**

Hey, I'd like to put this up to a vote. Next time the fortress dies we have an Adventurer succession mode where the quest is to take an artifact from somewhere in the world and bring it to MurderMachines. (Kind of like Bralbaard's Museum (<http://www.bay12forums.com/smf/index.php?topic=104399.0;topicseen>)) Conversely, our quest could be to take an artifact from MurderMachines and bring it back to another fort.

Quote from: Grombardrim on September 25, 2014, 04:29:05 am

Speaking of Dwarf stats. Is Grom alive?

So far the only dwarf that has died was the Berserk child, so you should still be alive.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **September 25, 2014, 07:59:58 am**

raises hand for the proposition

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **September 25, 2014, 05:06:22 pm**

Quote from: CaptainMcClellan on September 25, 2014, 07:55:13 am

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+1

And do you say this because our lovely fort is about to perish again?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **September 25, 2014, 07:32:12 pm**

[Quote from: TheSaberTooth on September 25, 2014, 05:06:22 pm](#)

[Quote from: CaptainMcClellan on September 25, 2014, 07:55:13 am](#)

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+1

And do you say this because our lovely fort is about to perish again?

No?

Anyways, instead of doing my turn, I slacked off by making a Bay12 Cards Against Humanity pack.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Blitzgamer** on **October 03, 2014, 03:40:44 am**

So, where's terry? after I kick his ass, I've got to go kill Mr. Popo

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **October 03, 2014, 01:11:15 pm**

[Quote from: Blitzgamer on October 03, 2014, 03:40:44 am](#)

So, where's terry? after I kick his ass, I've got to go kill Mr. Popo

Terry's dead. As is Talonis. I don't know exactly what happened, but I suspect it has to do with the three-year-old little girl that is Anima. Still trucking along... Sorry for the delays but college got really college-y over the past three days and all my work ended up being for nothing because all English professors are conclusively evil and unforgiving. So now I have this nice Masterwork Graphite Essay to burn. ;)

(On a side-note, Little Inferno, who's played it?)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Blitzgamer** on **October 05, 2014, 01:05:40 pm**

so it was popo that made me sick, good to know

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Blitzgamer** on **October 05, 2014, 01:28:11 pm**

Love this series btw

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **October 13, 2014, 10:28:21 am**

Third page? Evil wizard has captured the princess? THIS. SHALL. NOT. BE.

A lightning bolt strikes the third page

WISE FROM YOUR GWAVE

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **October 14, 2014, 12:11:50 am**

I think this fort died with Terry

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **October 14, 2014, 06:48:47 am**

So...new fort?

I'd offer to play, but my computer gets slow when handling the arena. I don't want to know what Murdermachines would do to it. Is anyone willing to play *right now*? Without waiting?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **October 14, 2014, 07:15:15 am**

Give me thirteen hours and I'll go, if nobody else does.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **October 14, 2014, 08:15:35 am**

[Quote from: CaptainMcClellan on September 25, 2014, 07:32:12 pm](#)

Anyways, instead of doing my turn, I slacked off by making a Bay12 Cards Against Humanity pack.

WANT

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **October 14, 2014, 02:40:43 pm**

[Quote from: Lolfail0009 on October 14, 2014, 07:15:15 am](#)

Give me thirteen hours and I'll go, if nobody else does.

All Hail Lolfail009!

Seriously, though, we need to have a discussion about how to finish this. It seems like the fort's dying for real this time.

I say we crack the clown car and lore the slaughter as us joining them.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **October 14, 2014, 02:52:03 pm**

[Quote from: kefkakrazy on October 14, 2014, 02:40:43 pm](#)

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+1

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **October 14, 2014, 08:13:57 pm**

Guess I'm cracking the ~~highblood~~ clown car, then.

DON'T LOOK AT ME I'M HOMESTUCK TRASH

E: Ok, downloaded and booted up. Holy shit I'm getting 14 FPS this is great~ And no that wasn't sarcasm; I normally get ~5 FPS.

Are there any administrative things I should do before going to war?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **October 14, 2014, 10:52:51 pm**

[Quote from: Lolfail0009 on October 14, 2014, 08:13:57 pm](#)

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DON'T LOOK AT ME I'M HOMESTUCK TRASH

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Are there any administrative things I should do before going to war?

CLOG THE PONDS

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **October 15, 2014, 04:13:04 am**

Remove as much trash as you can. Maybe gather up the animals to fight the clowns. And see if you can persuade a moody dwarf to use the titan flames.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **October 15, 2014, 04:21:35 am**

[Quote from: Dwarf4Explosives on October 15, 2014, 04:13:04 am](#)

Remove as much trash as you can. Maybe gather up the animals to fight the clowns. And see if you can persuade a moody dwarf to use the titan flames.

That sounds like some things that I can do. I'll do them when I can ((probably later))

Also, I'll be doing seasonal updates, and maybe other updates along the way.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **October 16, 2014, 04:08:38 am**

Decided to also do daily updates.

Everything has been looked over, and several things have been identified.
In order of importance, they are:

1. The ducks.
2. The adamantine spire through which I shall bore, the demons shall rise through and fight the ducks.
3. The Flames
4. The fort's entrances
5. An unclaimed dwarf to have as an Overseer-dorf ((because I may or may not have mistaken Kyh as being dead))

Ducks are being relocated and everything is being prepared for mass do-I-need-this-up-to-or-in-the-final-battle-if-not-destroy. That is all.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **October 16, 2014, 06:54:06 pm**

[Quote from: Lolfail0009 on October 16, 2014, 04:08:38 am](#)

The Flames

What about the mes?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Wolfkit** on **October 16, 2014, 07:11:27 pm**

[Quote from: TheFlame52 on October 16, 2014, 06:54:06 pm](#)

[Quote from: Lolfail0009 on October 16, 2014, 04:08:38 am](#)

The Flames

What about the mes?

During my turn a Titan made of flame appeared, and when it died it left a bodypart behind. Said bodypart was its flames. We want to see if we can recreate the red monster sword with it.
If we're killing the fort anyway, I don't really see any ethical issue with hacking the Titan flames into a sword if that's what it takes. Pretty sure the spade war hammer was hacked anyway.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **October 16, 2014, 07:35:37 pm**

So, flame swords? Sounds cool, do it, but this time it'll be the whatever titan sword.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **October 17, 2014, 04:00:17 am**

Daily Update:

Emotions and motivations took a severe dive, didn't play today. Might retcon this update if I can pull myself together. Don't worry, there will be an update tomorrow ((my tomorrow)), although I must warn of possibly no update on ((my)) Sunday due to a trading card game tournament and possibly a grandparent's birthday.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **October 17, 2014, 07:33:51 am**

Good. It did go on without me. ^_^ I honestly got to the point where I wasn't playing anyway, so I should've passed it on, but I tried to push myself to keep going. That worked pretty well for a little while.
Then my computer died completely. Even though it wasn't, I'm gonna blame it on Terry.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **October 18, 2014, 01:20:06 am**

[Spoiler](#) (click to show/hide)

Now I don't want to alarm anyone, but the ducks got. FUCKED. UP.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **StupidElves** on **October 18, 2014, 01:28:03 am**

[Quote from: Lolfail0009 on October 18, 2014, 01:20:06 am](#)

[Spoiler](#) (click to show/hide)

Now I don't want to alarm anyone, but the ducks got. FUCKED. UP.

Excellent...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **October 18, 2014, 01:34:53 am**

Kyh went into a fey mood, but I couldn't force her to use the Flames, even when forcing her to Planepack. I'll wait for the next dwarf to need body parts.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AnimaRytak** on **October 18, 2014, 01:58:49 am**

My god.
It still lives.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **October 18, 2014, 01:59:27 am**

[Quote from: AnimaRytak on October 18, 2014, 01:58:49 am](#)

My god.
It still lives.

My god.
You still live.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AnimaRytak** on **October 18, 2014, 02:02:07 am**

I seem to have derped.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **October 18, 2014, 02:05:03 am**

If by derped you mean deaded, then only a tad. Also, your fatherson is dead, but there's a little girl running around the fort with your name and title.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **October 18, 2014, 05:01:54 am**

Daily Update:

- The ducks were pitted against the demons. The ducks lost quite quickly.
- Put some peeps to rest.
- Kyh made an artifact hatch cover ((or was it a grate, I forget))
- Fuck all else happened until I leave for dinner and then come back to:

- A VILE FORCE OF DARKNESS HAS ARRIVED
- Voidspawn are here.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **October 18, 2014, 11:17:30 am**

[Quote from: Lolfail0009 on October 18, 2014, 02:05:03 am](#)

If by derped you mean deaded, then only a tad. Also, your fatherson is dead, but there's a little girl running around the fort with your name and title.

[Quote from: AnimaRytak on October 18, 2014, 02:02:07 am](#)

I seem to have derped.

I totally didn't have a hand in your demise and err "reincarnation".

I regret nothing.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **October 18, 2014, 03:56:14 pm**

I totally murdered Terry at the end of my turn. He can suck it.

[Quote from: TheSaberTooth on August 01, 2014, 12:40:44 am](#)

I just noticed the update above, holy shit.

You just forced the abomination that haunted us for ages now to step into a room where it was to be stabbed to death, therefore freeing Talonis from the certain domestic violence and/or rape that was sure to be had between the two.

starts slow clap

[Quote from: Terry, Twisted Darkness on August 02, 2014, 02:43:42 am](#)

Now, on the list of things that are not OK, that was really not OK.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **October 19, 2014, 09:18:56 pm**

[Quote from: AnimaRytak on October 18, 2014, 01:58:49 am](#)

My god.
It still lives.
...Anima?

ANIMA!?

ANIMA!?!?!?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **October 20, 2014, 01:55:01 am**

Well, that happened.
We annihilated the Voidspawn with only two casualties.
Onto the next project.
We're gonna descend into Hell.
Aaaand out of time for today. Sorry guys, I'll have to continue tomorrow.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AoshimaMichio** on **October 20, 2014, 11:25:12 am**

[Quote from: AnimaRytak on October 18, 2014, 01:58:49 am](#)
My god.
It still lives.

Like every other eldritch abomination. It refuses to die.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **October 24, 2014, 08:16:33 pm**

Sorry for the short hiatus, I had University things to do in preparation for February.

Soon we will return to our regularly scheduled inability to fuckING DIE JESUS CHRIST JUST LET GO FORTRESS

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **October 25, 2014, 10:57:49 am**

The fortress does not simply let go. It will bring as many people's computers down with it.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **October 31, 2014, 01:28:35 pm**

I think this is relevant. Note the date.
[Quote from: Lord Dakoth on February 01, 2012, 03:04:33 am](#)
Even after being mismanaged, invaded, scorched, driven to insanity, haunted, gutted, repopulated, invaded again, and scared shitless by a disembowled deer, this fortress is still going. It's like if a local vampire was chewing a clove of garlic and sipping holy water while sunbathing on the wooden roof of a church.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **October 31, 2014, 08:25:14 pm**

It's doing all that at 2 FPS, but it is doing that.

Will update when... SOMETHING happens.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **GentlemanRaptor** on **November 14, 2014, 11:03:18 pm**

Is this dead, now? Is the save finally gone? Wouldn't surprise me, really.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **November 15, 2014, 02:35:24 am**

It doesn't. Move.

The Temporal:Spatial ratio is too far into the Spatial for there to be any Temporal progression.

The save's not dead but it's in a permanent coma.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **November 15, 2014, 05:56:52 am**

So, what we had to achieve in Deathgate with lava, we achieved in Murdermachines by sheer stubbornness at refusing to give up. I think we can count this as a success.

Did we invade hell before time froze?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **November 15, 2014, 06:25:34 am**

We were, then Time stopped.

We went until the end of Time and our very last cry was down the adamantine shaft:

"WE COME AGAIN"

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **November 15, 2014, 10:09:15 am**

So, are we going to start up another fort? As for names, how about Rotcorpses, perhaps? It fits with the names we've got so far.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **November 15, 2014, 11:17:07 am**

Time stopped? Wut?

Mayhaps breaching hell put too much pressure on your computer.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **November 15, 2014, 07:56:07 pm**

Well, I just read through the whole thread. Hi guys. I do hope we either make a DG3 or restart the flow of time.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **November 19, 2014, 03:59:09 pm**

Restart the flow of time, I said...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **November 19, 2014, 10:49:33 pm**

Upon diagnosis, I can confirm that:

- Breaching Hell when my computer was already only managing one frame every two seconds was a bad idea
- Deathgate Three might be the better option, particularly since DF2014 is now... Stable.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **November 20, 2014, 12:26:08 am**

I'd wait another month or so, in case we get another update. I've heard that DF2014 is incapable of running more than four or five years without crashing. Does anyone know whether this was fixed? Because otherwise, it seems like we won't be able to run Deathgate III for long enough to be interesting.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **November 20, 2014, 09:24:08 am**

I know of one whose computer could potentially run MurderMachines... Not me, of course, I'm definitely not trying again with finals week looming and so many other things I need to do. However... I could ask if he'd want to play.

That said. If you guys are willing to wait another month, I could try and rent out a university supercomputer for "research" into this temporal anomaly.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **November 20, 2014, 11:38:29 am**

Most supercomputers are as powerful as they are due to the multitude of cores they have. DF runs on one core. The only advantage to having more than one core would be that other programs could run off of them.
I'm going to get a new computer, but that's a few months away still. Far too long a time.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **November 20, 2014, 07:06:36 pm**

Which means, what we need is a machine with a fairly late-generation, relatively powerful dual-core processor.

Gents.

I just so happen to have such a machine.

Where's the save?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Wolfkit** on **November 20, 2014, 07:09:09 pm**

[Quote from: Wolfkit on September 20, 2014, 06:08:25 am](#)
<http://dffid.wimbli.com/file.php?id=9707> (<http://dffid.wimbli.com/file.php?id=9707>)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **November 20, 2014, 07:35:52 pm**

I know a guy who claims to have 64G of RAM, not sure if he plays DF though. That said, heck yeah, kefka to the rescue yet again.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **November 20, 2014, 08:01:36 pm**

Me. Next.

Oh and if you haven't been keeping up I killed Terry so now there are no glitches, only slowness, so there's that.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **November 20, 2014, 09:39:24 pm**

Nah, he's just on break terrorizing the post editor over at MCforums.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **November 21, 2014, 04:41:10 pm**

[Quote from: Amperzand on November 20, 2014, 09:39:24 pm](#)
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Minecraft? They deserve it.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **November 21, 2014, 06:37:24 pm**

[Quote from: TheFlame52 on November 20, 2014, 08:01:36 pm](#)
Me. Next.
I shall go next, as I've been itching to run this fort on my new computer.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **November 21, 2014, 06:40:47 pm**

[Quote from: TheFlame52 on November 21, 2014, 04:41:10 pm](#)
[Quote from: Amperzand on November 20, 2014, 09:39:24 pm](#)
Nah, he's just on break terrorizing the post editor over at MCforums.
Minecraft? They deserve it.

Usually, yes. Possibly not to this severity, however. Regardless, moving on.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **November 22, 2014, 09:23:12 am**

Reading old posts here makes me want to build a werecreature clock that, every month, releases a bunch of cuckoo birds. If Deathgate III (II is probably not going to survive *that* much longer) isn't dragging along at abysmally low FPS by the time I get my new computer, I'm going to make one, or at least set up the architecture, if I don't get a werebeast during my turn.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **November 22, 2014, 03:07:46 pm**

Well, that would certainly help to keep the Blood God entertained... >:D

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **November 22, 2014, 05:45:00 pm**

[Quote from: TheFlame52 on November 21, 2014, 04:41:10 pm](#)
[Quote from: Amperzand on November 20, 2014, 09:39:24 pm](#)
Nah, he's just on break terrorizing the post editor over at MCforums.
Minecraft? They deserve it.
Terry vs Herobrine?

[Quote from: Dwarf4Explosives on November 20, 2014, 11:38:29 am](#)
Most supercomputers are as powerful as they are due to the multitude of cores they have. DF runs on one core. The only advantage to having more than one core would be that other programs could run off of them.
I'm going to get a new computer, but that's a few months away still. Far too long a time.
I may be wrong, but can't you configure DF to run multi-core? Besides, at very least most of the cores on a super computer run about a GHz faster than the ones I can get.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **November 22, 2014, 06:57:46 pm**

Doesn't LAA allow multi-core use?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **November 23, 2014, 03:38:59 am**

By the sound of things, it had better.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **November 23, 2014, 08:36:13 pm**

Ok, I've completely given up waiting for a frame to pass on this fort. I'll zip it and upload it later today.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **November 23, 2014, 09:04:43 pm**

[Quote from: Lolfail0009 on November 23, 2014, 08:36:13 pm](#)
Ok, I've completely given up waiting for a frame to pass on this fort. I'll zip it and upload it later today.
The chaos was inside us all along! We'll just all play the save until we get bored or something happens to us.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **November 24, 2014, 10:11:53 am**

Yay! We're going to get more updates! In another month or three.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **November 25, 2014, 10:01:17 pm**

HUZZAH!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **December 03, 2014, 09:35:59 pm**

[Quote from: Amperzand on November 25, 2014, 10:01:17 pm](#)
HUZZAH!



Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **December 04, 2014, 11:56:49 am**

Like I said, in a month or two. It'd amuse me greatly if even the supercomputer multi-core stuff can't make this run fast enough to let it end before next summer.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **December 05, 2014, 01:11:53 am**

I concur.
That said, if even a university supercomputer fails to run the fort, I say we can call it an Act of Terry and move on to DG3.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **December 08, 2014, 05:05:03 pm**

I completely forgot to check back in. I'm grabbing the save when I get home to see how she runs on my processor. No promises, though.
(Just to make good on it: I Teamviewered into my comp from work to get the download going.)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **December 08, 2014, 05:45:02 pm**

Quote from: CaptainMcClellan on December 03, 2014, 09:35:59 pm

Quote from: Amperzand on November 25, 2014, 10:01:17 pm

HUZZAH!

We interrupt your nor-

A pixel art illustration of a dwarf character with a blue body, white shirt, and brown belt. The dwarf has a speech bubble above its head that says "HUZZAH!". The character is standing on a small patch of ground.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **December 08, 2014, 06:21:20 pm**

THEY'RE TUNNELING
THEY'RE TUNNELING
LIKE BEARDS POSSESSED
ONE MIND
ONE THOUGHT
ONE BEARD

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **December 08, 2014, 09:48:27 pm**

That don't sound good.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **December 08, 2014, 11:10:29 pm**

Heh. It shouldn't.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **December 09, 2014, 12:07:34 am**

We of Murdermachines... we of Deathgate... We of the deeps, and the darks... We have come upon an ending. Perhaps, I should say, *the* ending.
For, you see, the time has come to talk of many things. Of socks, and stones, and voidspawn bile. Of mushrooms, and Gods.



The dwarves of Murdermachines were struck, as one, by a dark force. It was like a fae mood or the possession by otherworldly forces to which many dwarves are prone, but so much greater. As one, their eyes turned downward, and they trudged deeper into the earth.



The Stray Water Buffalo Cow <Tame> has starved to death.

Ignoring their livestock, their livelihoods, their forges and crafts, their hopes, their dreams, their walls and mines, they came here. Those who could hold picks struck away at the earth like men possessed, chanting a litany in a dark tongue as they did. Those with no tools clawed at the ground with bare hands and fingernails, scratching the walls and floors smooth. Like the craftsmen they were, their work was exquisite; the rough-cut tunnel into the darkness began to look like an opulent corridor as fast as the miners could dig.



They delved. Deeper, and deeper, the mass of Murdermachines denizens behind them, scratching the walls clean and smooth as they dug. Until.



The very first dwarf to step his way into the fiery pit and meet his doom was Shaggard.

```
'Shaggard' Szir&ast, Dyer
"Shaggard' Bridgedbraued"

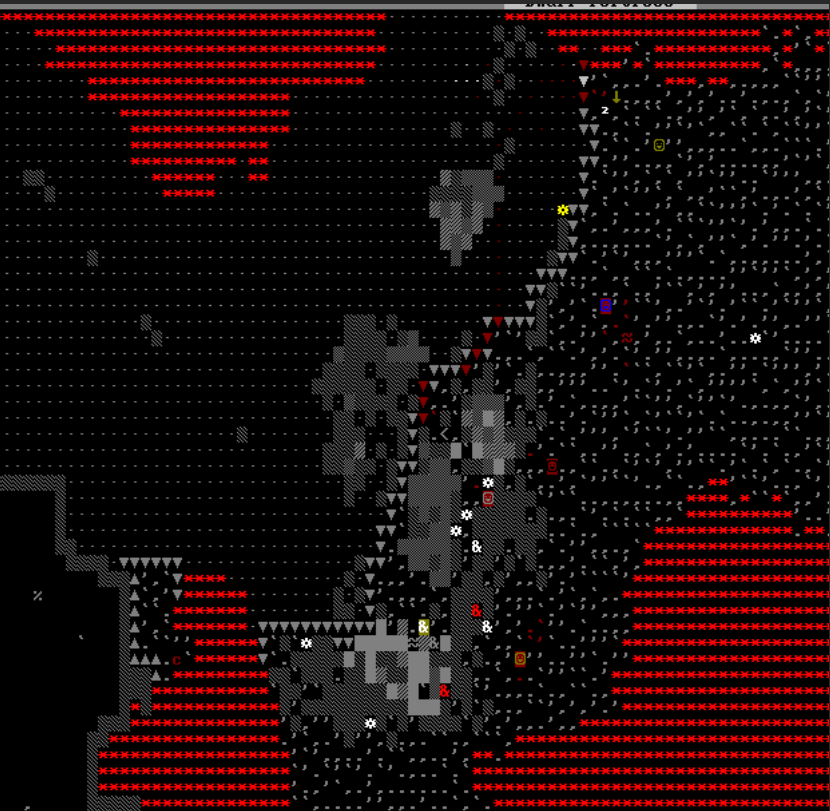
upper body
lower body
head
right upper arm
left upper arm
right lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right foot      Thirsty
left foot

g:Gen i:Inv p:Prf w:Wnd z:St
Pca: n--- c- P---
```

Wlerin followed rapidly, as a giant insectoid beast made of solid salt stove his brain in a kick.

```
The Devil Of Salt leaps at The Metalcrafter!
The Metalcrafter looks surprised by the ferocity of The Devil Of Salt's
onslaught!
The Devil Of Salt kicks The Metalcrafter in the left foot with her left
third foot, jamming the bone through the left ankle's muscle and
shattering the left ankle's bone!
The Devil Of Salt collides with The Metalcrafter!
The Metalcrafter is knocked over and tumbles backward!
The Devil Of Salt kicks The Metalcrafter in the head with her left first
foot, bruising the muscle, jamming the skull through the brain and
tearing apart the brain!
The Metalcrafter has been knocked unconscious!
The Metalcrafter is propelled away by the force of the blow!
The Metalcrafter's right hand skids along the ground, shattering the bone
through the <llama wool right mitten>!
The Metalcrafter slams into an obstacle!
*Wlerin' Rithkebon, Metalcrafter has been struck down.
```

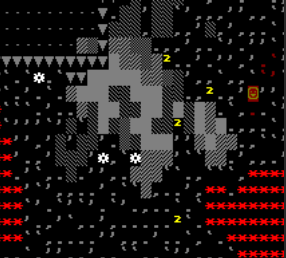
Carnage ensued. The dwarves laughed and ran toward their destroyers, throwing down their tools and running to embrace flaming pillars of salt and daemons of wrath and malice.



```
The Stonemurderer stands up.
The Stonemurderer is caught in a burst of red fiend flames!
The Cinders Specter charges at The Stonemurderer!
The Cinders Specter attacks The Stonemurderer but He jumps away!
The Stonemurderer stands up.
The Steam Demon leaps at The Stonemurderer!
The Steam Demon misses The Stonemurderer!
The Steam Demon collides with The Stonemurderer!
The Stonemurderer is knocked over and tumbles backward!
The Stonemurderer blocks the fire.
The Stonemurderer blocks the fire.
The Stonemurderer is no longer stunned.
The Stonemurderer stands up.
The Stonemurderer blocks the fire.
The Steam Demon leaps at The Stonemurderer!
The Stonemurderer looks surprised by the ferocity of The Steam Demon's
onslaught!
The Steam Demon strikes at The Stonemurderer but the shot is blocked!
The Steam Demon collides with The Stonemurderer!
The Stonemurderer is knocked over and tumbles backward!
The Stonemurderer is no longer stunned.
The Stonemurderer stands up.
The Stonemurderer stabs The Steam Demon in the left lower leg with his
Uzolistath and the severed part sails off in an arc!
The Stonemurderer blocks the fire.
The Stonemurderer is caught up in the web!
The Stonemurderer Falls over.
The Stonemurderer is caught in a burst of steam!
The Stonemurderer is partially free of the web.
The Stonemurderer is completely free of the web.
The Stonemurderer is caught up in the web!
The Stonemurderer is caught up in the web!
The Stonemurderer is caught up in the web!
The Monster Of Brine grabs The Stonemurderer by the left ear with her
left wing!
The Stonemurderer is caught up in the web!
The Steam Demon punches The Stonemurderer in the head with her left hand,
but the attack is deflected by The Stonemurderer's !X<giant sparrow
leather hood>X!!!
The Monster Of Brine kicks The Stonemurderer in the head with her right
foot, bruising the muscle, jamming the skull through the brain and
tearing apart the brain!
The Stonemurderer has been knocked unconscious!
The Stonemurderer is propelled away by the force of the blow!
The Stonemurderer is caught in a cloud of flames!
The Stonemurderer is caught in a cloud of flames!
*The Stonemurderer's lower body skids along the ground, bruising the
muscle and bruising the stomach through the !X<*dingo leather cloak*>X!!!
The Stonemurderer slams into an obstacle!
```

A monster made of living brine spewed webs of salt through the halls as it climbed the stairs and pursued into the death-shrine the worshippers had carved. It had been stained with the blood of their fingers as they smoothed it with bare hands. Now it was stained with their lifeblood.

Some dwarves did not embrace death, though; true to their natures, they found meaning in death in battle. They found it.



Prosnorkulus earned his title as an Axe Lord before they killed him, beheading one of the Yellow Brutes with his trusty axe. I'd wish him godspeed, but no god would give him a second look now.

Page 1/1FPS: 95 (45)21st Granite, 274 warf Po

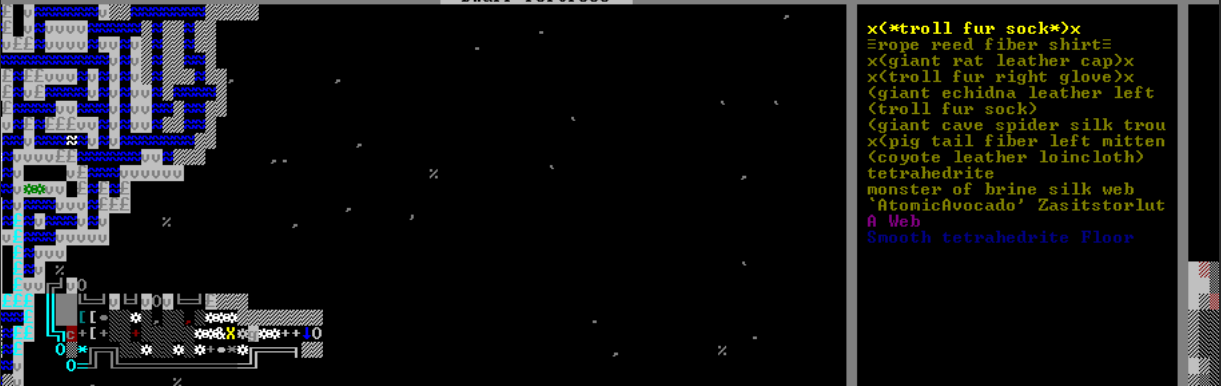
The Axe Lord slaps The Devil Of Salt in the left first leg with the flat of his Kássárek Thocit Nozush, breaking away most of the tissue!
The Devil Of Salt charges at The Axe Lord!
The Axe Lord looks surprised by the ferocity of The Devil Of Salt's onslaught!
The Devil Of Salt misses The Axe Lord!
The Devil Of Salt collides with The Axe Lord!
The Axe Lord is knocked over and tumbles backward!
The Devil Of Salt attacks The Axe Lord but He scrambles away!
The Axe Lord stands up.
The Axe Lord kicks The Devil Of Salt in the head with his left foot and the severed part sails off in an arc!
The spinning yellow brute frozen extract misses The Axe Lord!
The Axe Lord hacks The Yellow Brute in the tail with his Kássárek Thocit Nozush, tearing apart the muscle!
An artery has been opened by the attack!
The Axe Lord attacks The Yellow Brute but He jumps away!
The spinning yellow brute frozen extract misses The Axe Lord!
The Axe Lord punches The Yellow Brute in the left upper leg with his left hand, bruising the muscle!
The Axe Lord hacks The Yellow Brute in the lower body with his Kássárek Thocit Nozush, tearing the muscle!
The Axe Lord punches The Yellow Brute in the lower body with his left hand, bruising the muscle and bruising the guts!
The Axe Lord strikes The Yellow Brute in the lower body with his Iustzalbekar, bruising the muscle and bruising the guts!
The spinning yellow brute frozen extract misses The Axe Lord!
The Axe Lord hacks The Yellow Brute in the head with his Kássárek Thocit Nozush and the severed part sails off in an arc!

A stray guineahen put up a surprising fight against a demon. It died in the end, but it lasted longer than many of its bearded owners.

hand, but the attack is deflected by The Stoneworker's !(cave spider silk cloak)!!!
The Steam Demon punches The Stoneworker in the head with her right hand, but the attack is deflected by The Stoneworker's !(giant cave spider silk hood)!!!
The Steam Demon leaps at The Stray Guineahen!
The Stray Guineahen looks surprised by the ferocity of The Steam Demon's onslaught!
The Steam Demon kicks The Stray Guineahen in the right foot with her right foot, but the attack glances away!
The Steam Demon collides with The Stray Guineahen!
The Stray Guineahen is knocked over!
The Steam Demon kicks The Stray Guineahen in the tongue with her left foot, but the attack glances away!
The Steam Demon kicks The Stray Guineahen in the left upper leg with her left foot, but the attack glances away!
The Steam Demon punches The Stray Guineahen in the left wing with her right hand, but the attack glances away!
The Steam Demon leaps at The Stray Guineahen!
The Stray Guineahen looks surprised by the ferocity of The Steam Demon's onslaught!
The Steam Demon punches The Stray Guineahen in the lower body with her left hand, but the attack glances away!
The Steam Demon collides with The Stray Guineahen!
The Stray Guineahen is knocked over!
The Steam Demon kicks The Stray Guineahen in the upper body with her left foot, but the attack glances away!
The Steam Demon punches The Stray Guineahen in the left lower leg with her right hand, but the attack glances away!
The Steam Demon punches The Stray Guineahen in the head with her left hand, but the attack glances away!
The Steam Demon punches The Stray Guineahen in the first toe, left foot with her right hand, but the attack glances away!
The Steam Demon punches The Stray Guineahen in the right wing with her left hand, but the attack glances away!
The Steam Demon punches The Stray Guineahen in the third toe, right foot with her left hand, but the attack glances away!
The Steam Demon leaps at The Stray Guineahen!
The Steam Demon kicks The Stray Guineahen in the right wing with her right foot, but the attack glances away!
The Steam Demon collides with The Stray Guineahen!
The Stray Guineahen is knocked over!
The Steam Demon kicks The Stray Guineahen in the lower body with her right foot, but the attack glances away!
The Steam Demon kicks The Stray Guineahen in the upper body with her right foot, but the attack glances away!
The Steam Demon punches The Stray Guineahen in the left upper leg with her left hand, but the attack glances away!
The Steam Demon kicks The Stray Guineahen in the head with her left foot, but the attack glances away!
The Steam Demon leaps at The Stray Guineahen!
The Stray Guineahen looks surprised by the ferocity of The Steam Demon's onslaught!

A demon of fire walked into the shrine, and bathed it in flame and the ecstatic screams of the dying.

The Butcher is caught in a cloud of flames!
The Dwarven Child is caught in a cloud of flames!
The Farmer is caught in a cloud of flames!
The Woodcrafter is caught in a cloud of flames!
The Peasant is caught in a cloud of flames!
The Fish Dissector is caught in a cloud of flames!
The Fish Dissector is caught in a cloud of flames!
The Butcher is caught in a cloud of flames!
The Dwarven Child is caught in a cloud of flames!
The Farmer is caught in a cloud of flames!
The Woodcrafter is caught in a cloud of flames!
The Peasant is caught in a cloud of flames!
The Fish Dissector is caught in a cloud of flames!
The Fish Cleaner is caught in a cloud of flames!
The Voidgod is caught in a cloud of flames!
The Fish Cleaner is caught in a cloud of flames!
The Trader is caught in a cloud of flames!
The Butcher is caught in a cloud of flames!
The Dwarven Child is caught in a cloud of flames!
The Farmer is caught in a cloud of flames!
The Woodcrafter is caught in a cloud of flames!
The Peasant is caught in a cloud of flames!
The Fish Dissector is caught in a cloud of flames!
The Fish Dissector is caught in a cloud of flames!
Astesh Nilarros, Dwarven Child has been struck down.
Olin Masosimush, Fish Dissector has bled to death.
'Urist McLovin' Siláblel, Peasant has bled to death.
'AnimaRytak' Degélaláth, Voidgod has bled to death.
Cerol Ingishmidor, Woodcrafter has bled to death.
Risen Omristthob, Farmer has bled to death.
'Mas' Ralmatul, Butcher has bled to death.
Litast Alakolin, Fish Dissector has bled to death.



Filled with an almighty, unnatural blood fury, Prosnorkulus destroys three more daemons: a salt devil, a yellow brute, and a ghostly steam demon. Finally, however, the brine monsters webs prove too much, and Prosnorkulus dies with blood on his face and a death's-head grin on his face.

Oryx' Anamsodel. The Mad God has calmed down.
Dastot Lertethuzol. Woodcrafter has been missing for a week.
A masterwork of 'Ulborb' Tekkudsat has been lost!
Thikut Fikodoshur. Farmer has died of thirst.
It has started raining.
Krosan' Zonedtûl Uumsharubur Madush. Captian Murdermachines has been missing for a week.

Rage overtakes Dortimus, who picks up his axe and declares that he's coming to abort the entire fortress.
Some migrants have arrived.
Maxwell Edison' Limârsâkzul. Brewer is no longer enraged.
Vendix' Lalrigôth. mayor's mandate has ended.
Wolfkit' Urdinthatum Regmonom irlom. Miner of Skulls has calmed do
Dortimus' Olinzon. Gladiator is throwing a tantrum!
An animal has grown to become a Stray Duck.
An animal has grown to become a Stray Drake.
An animal has grown to become a Stray Duck.
An animal has grown to become a Stray Drake.
Dortimus' Olinzon. Gladiator has calmed down.
Dortimus' Olinzon. Gladiator is throwing a tantrum!

Maxwell, for his part, continues under his gentle-but-scratchy torture.



Recruits show up. They're not immune to the dark possession; they immediately seize weapons and head to the depths.
<http://i.imgur.com/cZIqMmF.png>

Finally, one of the salt-devils loses patience with Edison's longevity. It strides over to the entangled dwarf and dashes his body against a wall, ending his torment. He dies smiling.

The Monster Of Brine strikes the mayor in the head with her <llama wool cap>, bruising the muscle!
The mayor is caught up in the web!
The Monster Of Brine strikes The mayor in the head with her <llama wool cap>, bruising the muscle!
The mayor is caught up in the web!
The Monster Of Brine strikes The mayor in the head with her <llama wool cap>, bruising the muscle!
The mayor is caught up in the web!
The Monster Of Brine strikes The mayor in the head with her <llama wool cap>, bruising the muscle!
The mayor is caught up in the web!
The Monster Of Brine strikes The mayor in the head with her <llama wool cap>, bruising the muscle!
The mayor is caught up in the web!
The Monster Of Brine strikes The mayor in the head with her <llama wool cap>, bruising the muscle!
The mayor is caught up in the web!
The Devil Of Salt kicks The mayor in the head with her left first foot, bruising the muscle, jamming the skull through the brain and tearing apart the brain!
The mayor is propelled away by the force of the blow!
The mayor's upper body skids along the ground, bruising the muscle and bruising the liver!
The mayor slams into an obstacle!
Maxwell Edison' Limârsâkzul. Brewer has been struck down.

Dortimus, in the end, fails to abort the salt devil and gets his head kicked in.

The Devil Of Salt kicks The Gladiator in the right lower leg with her left first foot, shattering the bone through the =steel high boot=!
The Devil Of Salt kicks The Gladiator in the head with her left third foot, bruising the muscle, jamming the skull through the brain and tearing apart the brain!
The Gladiator has been knocked unconscious!
The Gladiator is propelled away by the force of the blow!
The Devil Of Salt is caught up in the web!
The Devil Of Salt falls over.
The Devil Of Salt is partially free of the web.
The Devil Of Salt is completely free of the web.
Dortimus' Olinzon. Gladiator has been struck down.
The Devil Of Salt stands up.

Raptor, too.

The Monster Of Brine strikes The Sniper in the head with her <llama wool cap>, bruising the muscle through the x<pig tail fiber hood>x!
The Sniper is caught up in the web!
The Sniper is caught up in the web!
The Monster Of Brine strikes The Sniper in the head with her <llama wool cap>, bruising the muscle and bruising the upper spine's nervous tissue through the x<pig tail fiber hood>x!
The Devil Of Salt kicks The Sniper in the head with her left third foot, bruising the muscle and tearing apart the upper spine's nervous tissue through the x<pig tail fiber hood>x!
The Sniper is caught up in the web!
The Monster Of Brine strikes The Sniper in the head with her <llama wool cap>, bruising the muscle through the x<pig tail fiber hood>x!
The Sniper has been knocked unconscious!
The Devil Of Salt kicks The Sniper in the head with her left third foot, bruising the muscle, jamming the skull through the brain and tearing apart the brain!
Raptor' Silcerol. Sniper has been struck down.

The demons have taken several casualties. Not a majority of their number by far, but impressive for unarmed civilians and deathseekers.

| | |
|--|----------|
| Sâkzul Ikalolon. Recruit | Deceased |
| Kumil Dumatoshur. Recruit | Deceased |
| Kogsak Nomalurrith. Recruit | Missing |
| Steam Demon | Deceased |
| Steam Demon | Deceased |
| Steam Demon | Deceased |
| Steam Demon | Deceased |
| Steam Demon | Deceased |
| Shadow Ghost | Deceased |
| Shadow Ghost | Deceased |
| Scorpionfly Devil | Deceased |
| Cinders Specter | Deceased |
| Red Fiend | Deceased |
| Red Fiend | Deceased |
| Taremzikâth Tharith Lisid. Devil Of Salt | Deceased |
| Abshoththikut. Devil Of Salt | Deceased |
| Cinders Specter | Deceased |
| Tunuremad. Cinders Specter | Deceased |
| Red Fiend | Deceased |
| Yellow Brute | Deceased |
| Rurgodum. Specter Of Salt | Deceased |

One of the migrant-recruits, one of the last surviving dwarves of Murdermachines, meets its end at the hands of a berserking Thorgrim.

And that was it. In just over a month, Murdermachines crumbled to its end.

Or so they thought.

The bodies of the dwarves lay still, but we were always so much more than bodies, weren't we, brethren? We were servants of a dark God, but when the great AnimaRytak tricked him into taking mortal form, we murdered him like all the others. We killed our God and left his corpse to fester.

We are monsters, and yet, the most monstrous thing of all was yet to be done.

These creatures of the depths. Salt and flame, sulfur and brimstone. They hunger, but for what, they do not understand. And now, we have unleashed them.

The dwarves of Deathgate sacrificed their lives, their souls, their sanity, to say that it could be done. To show that Hell could be tamed. And the attempt claimed us.

Now, look upon us.

Hell survived Deathgate. It survived Murdermachines. And in the end, it will survive everything else.

We murdered our God. We don't need another.

What we always needed were allies.

Allies of great power and number.

Allies powerful enough to make even the voidspawn quiver.

Allies ferocious enough to strike fear into the goblinkin.

Allies vicious enough to burn the foresthomes to charcoal.

Allies who needed only one final piece. A piece we have given them. A way to the surface, yes, but something so much more, something only we can show them.

The dwarves of Murdermachines rose, in shattered bodies and broken pieces, and looked not to the surface but to the stars. Infinite other worlds. New places to conquer. Forever.

Trumpets sounded in the deeps. The Mad Fool rose and cackled, the corpses of all those who had been patients in his hospital joining him, their souls and bodies tainted over time by his presence and now bearing boils and disease. When those boils burst, they dripped the sludgy green ooze we had dubbed the gecko sauce. For Pestilence was something with which we were all too familiar.

Prosnorkulus rose, and screamed to the heavens as the fallen dwarves of the military, past and present, rose from their crypts with him. Over the years, their bodies and souls had learned more of War than any other who had ever lived.

Yuli Vlas's twin souls, Malach and Minkerrow, rose and snarled, as those claimed by the Forgotten Beasts, through starvation, through tainted meals and loss and misery, joined him. They paused and stopped in the larder, gathering baskets and barrels of their precious egg roasts as they shambled toward the gates. The war that was coming would cause Famine across the land, and they had just the thing to render a permanent cure to that ill.

And finally. **HE** rose. AnimaRytak himself, his Void God armor bleached bone-white. The bones of voidspawn, of fallen daemon, of goblinkin and elves and dwarves and humans, of kobolds, and of all those who his brothers had not claimed... they rose, a horrifying host to rival any army ever raised. Joined by daemons of salt and brine, of steam and sulfur, they marched out of the gates of Murdermachines, never to return.

The Dwarves of Murdermachines had realized their destiny at last. Not to be cast down and destroyed by the God they killed. No. No longer to be cast adrift in the void.

The end of all things, all worlds, all life, had come at last.

Armageddon rises.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Gentlefish** on **December 09, 2014, 12:11:38 am**

Uh.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **StupidElves** on **December 09, 2014, 12:42:50 am**

This was glorious. But they needed to have been better prepared. There needed to be more blood, more glorious carnage on the demon end.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **December 09, 2014, 01:02:42 am**

If someone better at demon than I am wants to grab the save and retell the ending, that's fine by me. I kind of fed the fort to the demons because I didn't know how to prepare to actually destroy them and because from what I was understanding everyone else was having trouble getting the thing to even run. I was getting a nice 15-20 FPS even once Hell was cracked.

That'd be cool, if we all wrote different endings? I dunno.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **December 09, 2014, 02:03:04 pm**

Well, looks like we have come to the Syrupleaf Ending. "We dead, so now everybody else can be!"

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **December 09, 2014, 02:32:07 pm**

Hmm. I never read Syrupleaf so I wasn't cribbing off their notes.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **December 09, 2014, 06:47:45 pm**



It... It ended! AHAHAHAHAH!!

Out of curiosity, was I already dead by the time of the breach? I can't remember if I was even alive.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **December 09, 2014, 07:10:43 pm**

I'm pretty sure I'm dead, but I didn't see my death message. Is the fort truly over or is there still a near-dead save you can post?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **December 09, 2014, 08:09:18 pm**

Oh, sorry for semispoiler then. Wasn't accusing you of plagiarism or something, just using it as a reference.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **December 09, 2014, 08:36:10 pm**

For those with questions: I'm uploading a copy of the save as it stands right now if you want to reclaim and have a look-see (FPS probably better now, somewhat) or poke through the Legends.

<http://dff.d.wimbli.com/file.php?id=10214>

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AoshimaMichio** on **December 10, 2014, 09:36:39 am**

So it's finally over. What about the future, will we take this out of AnimaRytak's hands and create DeathGate III?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **December 10, 2014, 10:17:07 am**

Probably. What would you guys suggest for a name? I still think RotCorpses would be nice.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AoshimaMichio** on **December 10, 2014, 01:23:56 pm**

How about **Deadwalks the Hateful Bloody Gates of Murder?**

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **December 10, 2014, 05:32:17 pm**

+1 to Deadwalks. I'm not so sure about the rest, though.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **December 10, 2014, 08:06:10 pm**

Deadwalks could be pretty good.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **December 10, 2014, 10:29:44 pm**

What're we gonna do with Deadwalks to make it interesting, though? Murdermachines had the Voidspawn, and Deathgate had the Hellbunker; what is there to do next, beyond simply calling it Deathgate III and being done with it?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Gentlefish** on **December 10, 2014, 11:27:52 pm**

No doors.

At all.

Anywhere.

Completely doorless.

Or gates.

We should be deathgate-less. and deathdoor-less.

quick-edit: and no halls of infinite traps either >.> that's cheating.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **December 11, 2014, 12:16:53 am**

My only problem with that is-we have too many inexperienced overseers come through to do something demanding so much technical proficiency.

It's gonna take a toll on the morale of any newbies if they crash the fortress because they don't know how to set up a trap system that whatever ruleset we adopt considers kosher, after all.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **December 11, 2014, 12:50:46 am**

I still think making a sub-hell fortress would be an appropriate challenge.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **December 14, 2014, 03:40:08 pm**

It's been awhile, have I escaped my 'betrothed', Terry? Please?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **December 14, 2014, 04:45:42 pm**

Well, his mortal form died a while back, if that's what ya mean?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **December 14, 2014, 05:39:42 pm**

Quote from: TalonisWolf on December 14, 2014, 03:40:08 pm
It's been awhile, have I escaped my 'betrothed', Terry? Please?
We've all been freed in our own ways

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **December 14, 2014, 05:43:26 pm**

Quote from: TalonisWolf on December 14, 2014, 03:40:08 pm
It's been awhile, have I escaped my 'betrothed', Terry? Please?
I killed him

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **December 14, 2014, 06:48:25 pm**

Aaand then ate a Terryburger.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Wolfkit** on **December 14, 2014, 07:19:14 pm**

And then Talonis got chopped up by an axegobbo during my turn. Along with like, half the military. And all of the champions too, I think.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **December 15, 2014, 01:47:43 pm**

And kefka then the entire fort.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **December 15, 2014, 09:29:36 pm**

Again.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **December 18, 2014, 07:24:20 pm**

So apparently I died because someone put me in the marksdwarf squad and I got killed by a goblin. I WAS A LEGENDARY FURNACE OPERATOR, YOU TWATS.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Wolfkit** on **December 18, 2014, 07:29:46 pm**

That may have been my fault, can't remember if it was I who put you in the military or not.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **December 18, 2014, 08:53:26 pm**

So Deathgate III needs a terrifying foe, right? And the fort ended due to demons? I can export the randomly-generated raws for Murdermachines, copy the demons, combine them into one creature, and turn the creature into a civ. I can upload it to DFFD so we can use it for Deathgate III. Armored demon sieges in the first year. How's that for a challenge?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **December 18, 2014, 11:06:14 pm**

That sounds both utterly terrifying, and completely awesome. Me likey.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **December 19, 2014, 02:50:39 pm**

You need to find the raws for the EGGGUANA (or at least it's syndrome) and the fire monsters from Deathgate I and add them into the mix too, though. On the other hand, your idea is utterly awesome.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **December 19, 2014, 03:02:48 pm**

I already posted the raws for Eggwana's poison. There are enough fire monsters in Murdermachines that we don't need another one, especially because that would double the work because I would be working with two save files.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **December 19, 2014, 05:32:10 pm**

Good. I do wonder if we'll actually be able to even start this fort if the resulting monster will be as horrible as it sounds.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **December 19, 2014, 05:58:12 pm**

I'm making 20-something demons into one creature. This is much easier because I already did this for a set of demons. You can see them in the Blood for Armok mod in my sig. And yes, these demons will be every bit as terrifying, except they will be wearing armor and wielding weapons. We're royally fucked.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **December 19, 2014, 06:53:09 pm**

Quote from: TheFlame52 on December 19, 2014, 05:58:12 pm
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I can already feel the destruction upon us. Someone pm me when Deathgate 3 starts up.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **December 19, 2014, 08:38:16 pm**

When I did this for Demongate I was met with "no Flame, you can't end the fort" and "sorry, no killing the fort on purpose" but here people are encouraging me. I like you guys.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **December 20, 2014, 01:28:25 am**

Voidspawn would have been pretty OP if Anima had got them to wear armor. Nightmare daemons composed of every world-ending weapon known to man is pretty much business as usual around here.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **December 20, 2014, 09:43:41 am**

I'm trying to imagine the demon-composite, and I'm basically thinking of it as a mish-mash of various textures in an semi-amorphous, vaguely humanoid blob of flesh, with unspeakable fluids dripping off of it. The flame demons are forming it's teeth. Why it's teeth? So that a: it will light creatures on fire when it bites them and b: when the teeth are punched out, they will set the surrounding area on fire as well.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **December 20, 2014, 06:09:39 pm**

Quote from: Dwarf4Explosives on December 20, 2014, 09:43:41 am
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You're overthinking this. I'm making each demon one caste of a creature. They share some things, like skills or size, but mostly they are separate individuals.

EDIT: I'm done with the creature file, I just need to do the entity file.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Yuli Viasi** on **December 21, 2014, 07:58:21 am**

huh. missed out on alot of stuff and won't bother reading all of it up. is anima present to gen a new world with the creatures flame is mixing up or is somebody else going to do it? deadwalks... doesn't feel right to me. unless there are going to be zombies running around everywhere. what about... nah, deadwalks is fine. but i'll try to think of another name anyway.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AoshimaMichio** on **December 21, 2014, 08:25:43 am**

Deadwalks as in we walk on the surface again.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **December 21, 2014, 09:42:57 am**

Mostly due to the fact that I had 99% of it done already, I have the demons' entity file done. I gave them [SKULKING] so they would be enemies of every race. Now I just have to test them and then I can upload them.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **December 21, 2014, 07:43:19 pm**

Quote from: Amperzand on December 14, 2014, 04:45:42 pm
Well, his mortal form died a while back, if that's what ya mean?

Quote from: TheSaberTooth on December 14, 2014, 05:39:42 pm

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We've all been freed in our own ways

Quote from: TheFlame52 on December 14, 2014, 05:43:26 pm

Quote from: TalonisWolf on December 14, 2014, 03:40:08 pm
It's been awhile, have I escaped my 'betrothed', Terry? Please?
I killed him

Quote from: Wolfkit on December 14, 2014, 07:19:14 pm
And then Talonis got chopped up by an axegobbo during my turn. Along with like, half the military. And all of the champions too, I think.

Alright! I'll take a Terryburger to go with a Side of Gobbyfingers and a Drink of Dwarf Blood Soda to celebrate.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **December 26, 2014, 01:32:55 pm**

It is finished.
<http://dffd.wimbli.com/file.php?id=10333>

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **December 26, 2014, 01:51:59 pm**

For a second I thought you meant Talonis' meal, but then I realized what you meant. HAHAAHAHAHAHAHAHAHAHA

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **December 30, 2014, 10:48:47 am**

Updated the mod, I fixed a few errors.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **January 02, 2015, 05:25:14 pm**

Quote from: Amperzand on December 26, 2014, 01:51:59 pm
For a second I thought you meant Talonis' meal, but then I realized what you meant. HAHAAHAHAHAHAHAHAHAHA

Heh. Thanks to this inspiration, I'm currently trying to draw Demongate, as it would be if it were a Resturant Chain.

I'm starting to consider burning flawed concepts instead of overflowing my wastepaper bin...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **January 03, 2015, 10:51:18 am**

Welcome to Demongate! Would you care to place an order?

MENU

Doomburger - 5 Dorfbucks
Void burger - 12 Dorfbucks
"Red Monster" - 15 Dorfbucks
Egg roast *Now with special sauce!* - 10 Dorfbucks

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TalonisWolf** on **January 03, 2015, 04:24:58 pm**

Quote from: Dwarf4Explosives on January 03, 2015, 10:51:18 am
Welcome to Demongate! Would you care to place an order?

MENU

Doomburger - 5 Dorfbucks
Void burger - 12 Dorfbucks
"Red Monster" - 15 Dorfbucks
Egg roast *Now with special sauce!* - 10 Dorfbucks

Spend more then 20 Dorfbucks and get a free side dish of Giblets!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **maxcat61** on **January 03, 2015, 08:14:09 pm**

how about SlaughterHold?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **January 03, 2015, 09:50:31 pm**

Slaughterheim?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **January 10, 2015, 09:27:28 pm**

Quote from: Amperzand on January 03, 2015, 09:50:31 pm
Slaughterheim?

Slaughterheim? For the third fort?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **January 10, 2015, 10:09:54 pm**

Yes?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **maxcat61** on **January 10, 2015, 10:32:55 pm**

Well, it was first Death, then Murder, now Slaughter.
Then: Gate, Machine, Heim.

I sense a pattern.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **January 11, 2015, 04:41:27 am**

So, first we break into the home of demons. Then we become demons. Then we are attacked by a demon army. I'm going to hazard a guess and say that what we'll be fighting in Deathgates IV-VI will be, in order:
Spoiler (click to show/hide)
minor gods, Armok and finally physics itself (through the mysterious method known as ??_{science}??).

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **January 11, 2015, 01:59:53 pm**

DIE IN THE NAME OF !!SCIENCE!! , DWARVEN SONSABITCHES!

...Cough...Hack.... Heh... Sorry, don't know what came over me.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **January 25, 2015, 02:52:24 am**

Hey, can someone relink me to the most recent save? I want to try to resuscitate it for fun. Also, I forgot last post to announce:

The Malignancy Returns.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **January 30, 2015, 01:03:43 am**

<http://dffd.wimbli.com/file.php?id=10214>

Here ya go.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **January 30, 2015, 09:21:37 am**

Quote from: Amperzand on January 30, 2015, 01:03:43 am

<http://dffd.wimbli.com/file.php?id=10214>

Here ya go.

Woo! Thanks! * borrows the school's computer lab to play it. *

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **January 30, 2015, 02:54:07 pm**

In the meantime, have the Murdermachines section of my sig.

Spoiler: Murdermachines (click to show/hide)

Quote from: kefkakrazy on August 14, 2013, 09:57:35 pm

Naw, really, place is a godforsaken mess to the point that not only have daemons of madness infiltrated the place, we're on a first-name basis with them. Not a one of us really knows what's going on; the surface of the fort is littered with a king's ransom in discarded loot and garbage that's better guarded than an emperor's vault by the fact that anything going outside the walls is summarily eaten by the spawn of the void itself. The greatest minds of a generation have bent themselves to building such projects as an arena for the ultimate battle between Hell and Nonexistence Itself, then left them untended to brew rum. The walls of the fort are tainted things that ooze mighty monsters like poisonous blood. Our only hope lies in the living avatar of destruction, who occasionally hooks up with the ghosts of our fallen and leaves ruin and desecration in his wake. We are men who build entire self-sustaining perpetual-motion generators out of wood and rock to power single millstones. We are men who design monstrosities to paradrop waterfowl into the pits of doom.

So, what I'm saying is, you'll fit right in. Go for it, sparky.

Quote from: kefkakrazy on March 04, 2014, 10:30:58 am

There are always spots in the turn order.

Some of them are blood, some of them are vomit, some of them are gecko sauce.

Quote from: TalonisWolf on March 10, 2014, 02:59:39 pm

Ah, the beautiful horror that is Murdermachines. I missed so much, yet so little has changed.

Blood, Sweat, and Maniacal Cackling. With a side order of Eldritch Abomination.

Quote from: Lolfail0009 on March 21, 2014, 08:21:24 am

...Did the maddest human on this thread just offer me psychiatric advice?

Not complaining; I'm quite thankful; but still...

Quote from: SanDiego on September 28, 2013, 05:15:34 pm

They had a look at our fortress and they decided they'd rather kill themselves.

Quote from: Dwarf4Explosives on April 03, 2014, 01:49:37 pm

Quote from: TheFlame52 on April 03, 2014, 10:15:20 am

Engravings of voidspawn killing dwarves.

For a second there I thought you meant that the engravings had killed dwarves. On the positive side, I wasn't really surprised at the idea.

Quote from: TheSaberTooth on June 18, 2014, 09:13:19 pm

Quote from: Lolfail0009 on June 18, 2014, 08:17:16 pm

Quote from: TheSaberTooth on June 18, 2014, 10:26:33 am

Quote from: Lolfail0009 on June 18, 2014, 12:57:56 am

Game crashed... Will try again tomorrow '^ ^

The fort rejects thee. But you must take the fort by the balls and force it to call you master.

I WILL MAKE THIS FORT MY BITCH

The pimp hand is strong with this one.

Quote from: Dwarf4Explosives on June 23, 2014, 05:34:28 am

Now now, no mouthing off against the eldritch abomination. It's "You shut your mouth, *sir*."

Quote from: SanDiego on September 12, 2014, 07:08:58 pm

Quote from: Wolfkit on September 12, 2014, 05:13:47 pm

Why do we have the ghost of a dwarven child? What is wrong with this place?

Welcome to the Murdermachines. Please leave your sanity at the door.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **January 30, 2015, 04:41:28 pm**

Launching the save for the first time, to see what happens. (Using DFHack and the LNP at "Above Average" CPU priority, but this isn't the technology lab, it's the library, so my expectations are not high.)

Also that moment when you know you're back in the Bay12 mindset:

I went to type "Scroll" in the Flight Rising Auction House search and subconsciously typed "Axe" instead. I laughed when I saw it, but I didn't think to take a screencap before I corrected it and went on with my business.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **January 30, 2015, 04:50:29 pm**

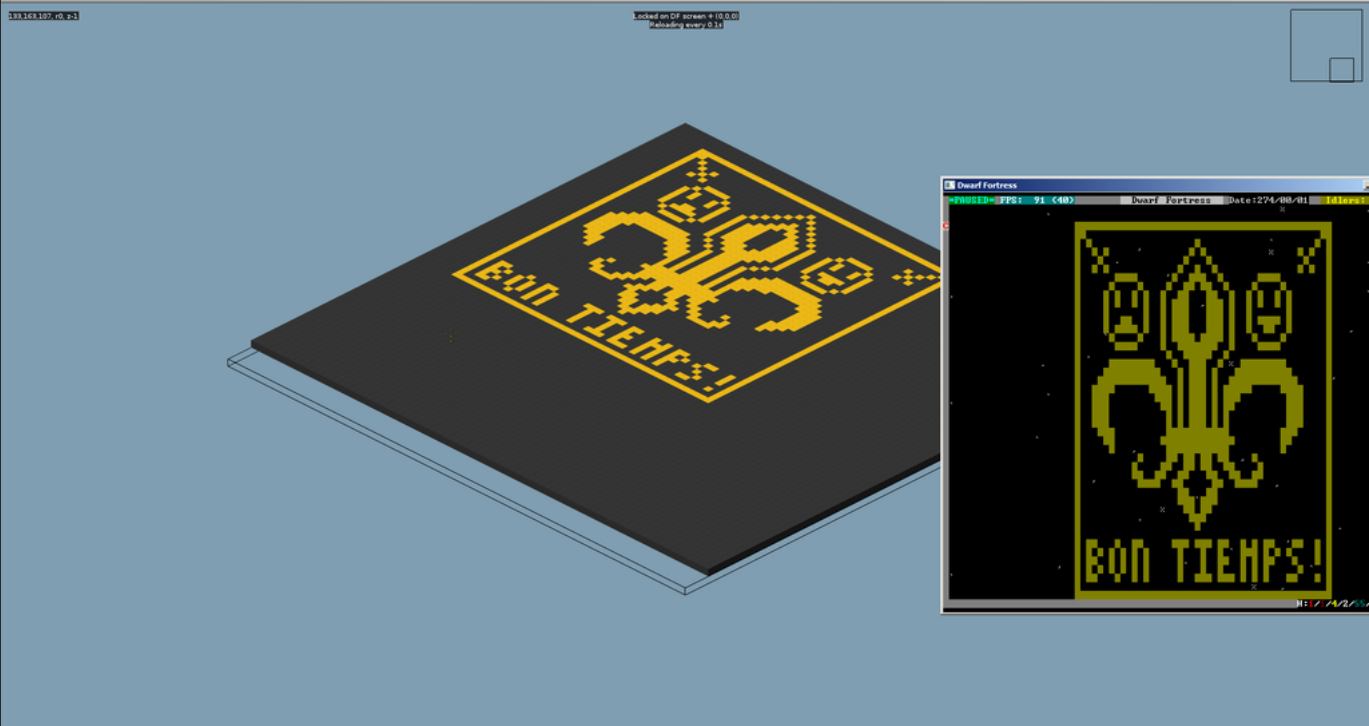
{in the voice of Lou Kim from South Park.} Welcome to Murdermachines, Can I take your order prease?

Spoiler (click to show/hide)



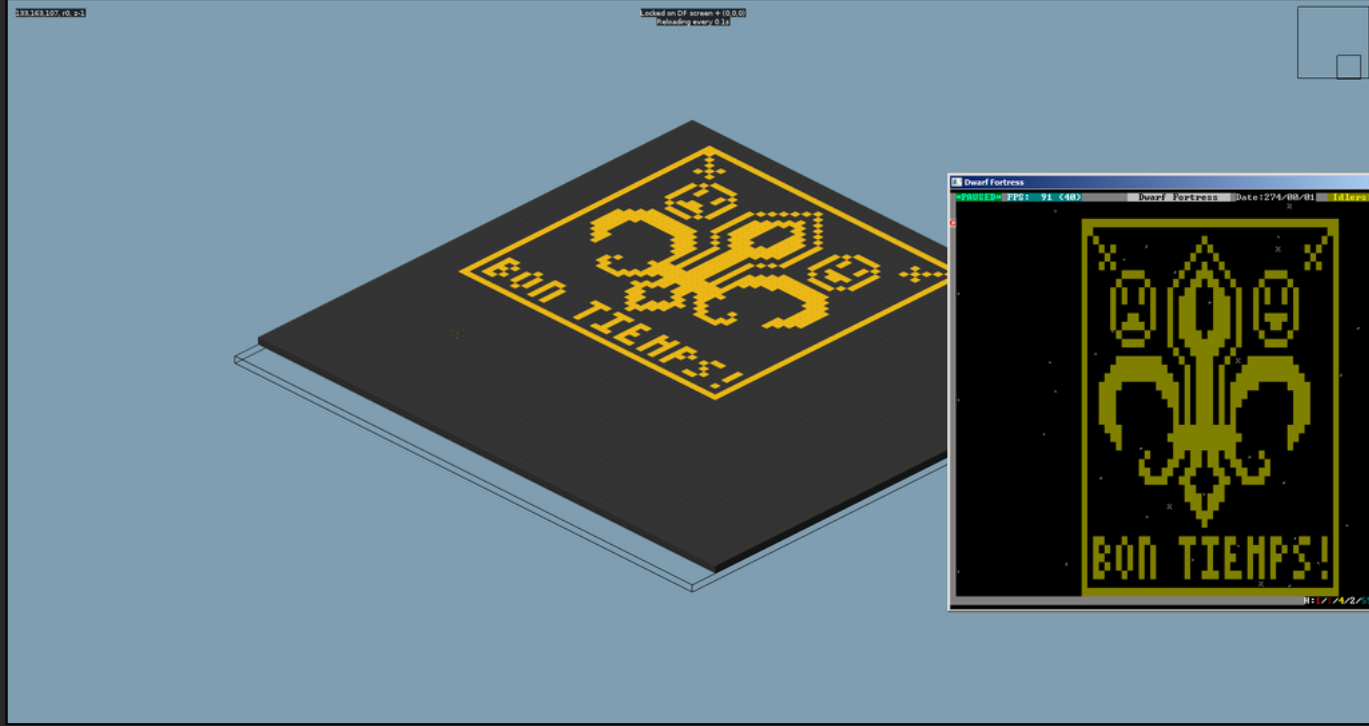
Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **January 30, 2015, 04:59:42 pm**

[Spoiler: Oh hey look! It's that thing I made!](#) (click to show/hide)



Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **January 30, 2015, 06:19:41 pm**

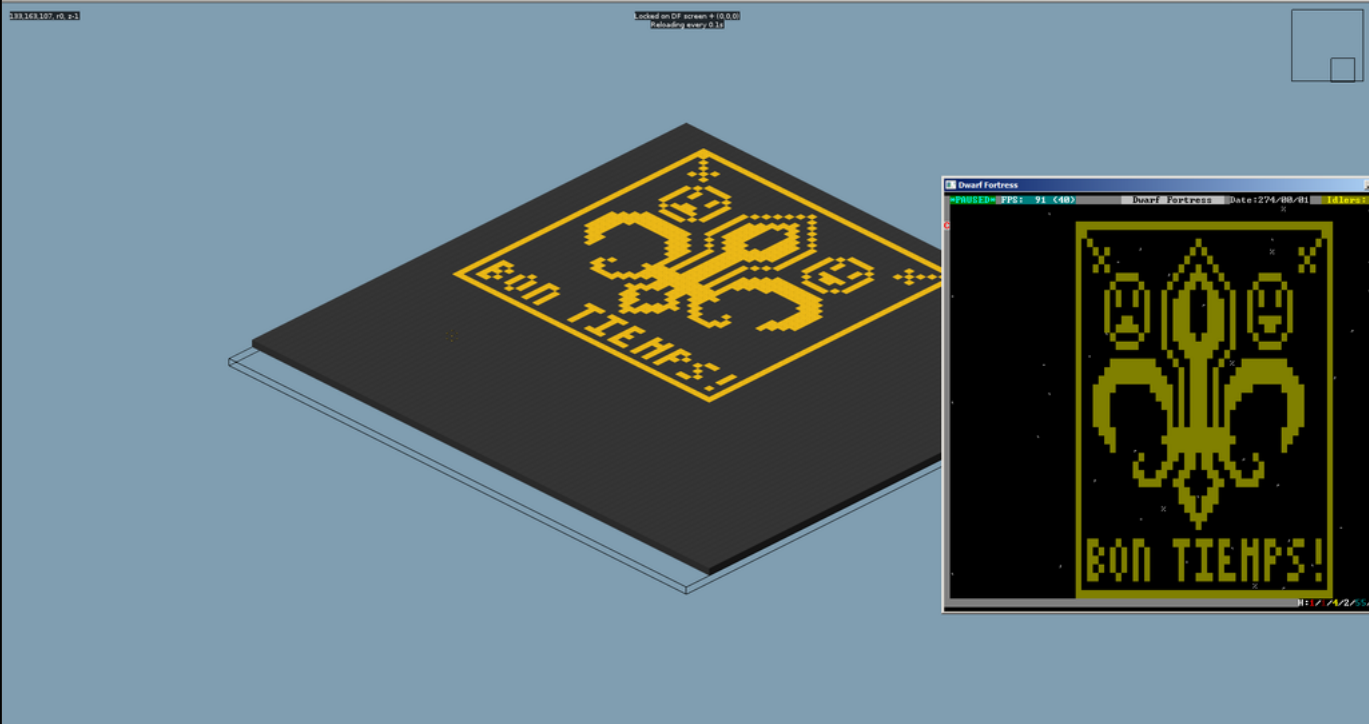
[Quote from: CaptainMcClellan on January 30, 2015, 04:59:42 pm](#)
[Spoiler: Oh hey look! It's that thing I made!](#) (click to show/hide)



Ohh, it was you who made that.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **January 31, 2015, 01:30:24 pm**

[Quote from: TheSaberTooth on January 30, 2015, 06:19:41 pm](#)
[Quote from: CaptainMcClellan on January 30, 2015, 04:59:42 pm](#)
[Spoiler: Oh hey look! It's that thing I made!](#) (click to show/hide)



Ohh, it was you who made that.
Yeah? I thought everybody knew.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **January 31, 2015, 02:03:00 pm**

[Quote from: CaptainMcClellan on January 31, 2015, 01:30:24 pm](#)
Yeah? I thought everybody knew.
I didn't doe.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **January 31, 2015, 02:22:32 pm**

[Quote from: TheSaberTooth on January 31, 2015, 02:03:00 pm](#)
[Quote from: CaptainMcClellan on January 31, 2015, 01:30:24 pm](#)
Yeah? I thought everybody knew.
I didn't doe.
Sorry. Yeah, I made that.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **February 02, 2015, 08:52:28 am**

Hey guys, exactly what was wrong with MurderMachines? It seems to be going fine...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **February 02, 2015, 01:42:13 pm**

Lack of FPS. We decided to end it by invading hell....again.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **February 02, 2015, 01:59:04 pm**

[Quote from: Dwarf4Explosives on February 02, 2015, 01:42:13 pm](#)
Lack of FPS. We decided to end it by invading hell....again.
What are your beefiest specs so that I know what I'll need.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **February 03, 2015, 10:23:54 am**

See here (<http://www.bay12forums.com/smf/index.php?topic=121407.msg5863263#msg5863263>). Like people said shortly afterwards, kefka the entire fort. Again.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **February 03, 2015, 02:22:17 pm**

Hey, I *meant* to do it this time. And the last time was totally Yuli Vlas's fault, plus whoever designed the front gate in a way that made it impossible to tell if it was open or closed.

CaptainMcClellan, you'll probably need a late-generation dual-core processor to run the fort. I was getting decent FPS giving it a core to itself on my Phenom II X2, but my understanding is that nobody else was able to coax worthwhile FPS out of the thing. If someone wants to resurrect from the save before mine and try to create an alternate ending I'm completely cool with it, I just figured I'd write *an* ending since I seemed to be about the only person who could make one happen.

Amusingly, DF is literally one of the reasons why I went with a late-model dual-core instead of a quad-core processor.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **February 04, 2015, 12:30:32 am**

[Quote from: kefkakrazy on February 03, 2015, 02:22:17 pm](#)
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Because of a higher clock rate? Also I'm reviving it from wherever the save I've been given is and am getting decent FPS on the school computers. And that's not even the Comp Sci computers which I haven't tried yet.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **February 04, 2015, 09:06:17 pm**

I'm not sure exactly when that same is from, but it is the most recently posted one. Keep up the good work!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **February 04, 2015, 09:50:33 pm**

[Quote from: Amperzand on February 04, 2015, 09:06:17 pm](#)
I'm not sure exactly when that same is from, but it is the most recently posted one. Keep up the good work!
Yes.
Year 249? I'll post again with the actual year when I open the save again

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **February 05, 2015, 08:57:55 pm**

Wait, did I, grammar-nazi and semi-OCD, just misspell something and take more than three looks to notice it? OH GOD OH GOD OH GOD. PANIC.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **February 06, 2015, 09:30:34 am**

[Quote from: Amperzand on February 05, 2015, 08:57:55 pm](#)
Wait, did I, grammar-nazi and semi-OCD, just misspell something and take more than three looks to notice it? OH GOD OH GOD OH GOD. PANIC.
I'm not sure??
Also, the year is 247. I think that means that only four others have had a turn after my last one. It's amazing how much it fizzled out.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **kefkakrazy** on **February 06, 2015, 01:04:01 pm**

[Quote from: CaptainMcClellan on February 04, 2015, 12:30:32 am](#)
[Quote from: kefkakrazy on February 03, 2015, 02:22:17 pm](#)
Hey, I *meant* to do it this time. And the last time was totally Yuli Vlas's fault, plus whoever designed the front gate in a way that made it impossible to tell if it was open or closed.

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Because of a higher clock rate? Also I'm reviving it from wherever the save I've been given is and am getting decent FPS on the school computers. And that's not even the Comp Sci computers which I haven't tried yet.

DF is single-threaded, unless Toady managed to do some parallelization in the last few releases and I forgot about it.

A dual-core processor will outperform a quad-core in a case like that when the overall clock speed of the processor is similar, even though a slower quad-core will often outperform a faster dual-core on multithreaded applications. The reason being, the individual capabilities of each core will be higher for the dual-core versus the quad-core. A dual core is thus pretty ideal for running DF, because you do need the separate cores so that you can fully dedicate one to the DF process (you can't do this on a single-core because there are essential processes that need to be able to run in parallel with DF itself).

When I run Dwarf Fortress, I generally assign it to run only on one of my two processor cores, and instruct Windows to offer DF pretty much exclusive rights to that core (High priority generally). This means that everything else that needs to run that isn't the DF process gets the second core, and DF takes the first core.

It means that my computer is a bit underpowered for a lot of other applications, but it means that it's taken years for processors to catch up to the single-core performance of mine from 2010. (Although some poking at some benchmark sites does suggest that I've finally been overtaken by higher-end i5 and i7 quad-cores.)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **February 06, 2015, 01:32:07 pm**

Quote from: kefkakrazy on February 06, 2015, 01:04:01 pm

Quote from: CaptainMcClellan on February 04, 2015, 12:30:32 am

Quote from: kefkakrazy on February 03, 2015, 02:22:17 nm

Hey, I *meant* to do it this time. And the last time was totally Yuli Vlasi's fault, plus whoever designed the front gate in a way that made it impossible to tell if it was open or closed.

CaptainMcClellan, you'll probably need a late-generation dual-core processor to run the fort. I was getting decent FPS giving it a core to itself on my Phenom II X2, but my understanding is that nobody else was able to coax worthwhile FPS out of the thing. If someone wants to resurrect from the save before mine and try to create an alternate ending I'm completely cool with it, I just figured I'd write *an* ending since I seemed to be about the only person who could make one happen.

Amusingly, DF is literally one of the reasons why I went with a late-model dual-core instead of a quad-core processor.

Because of a higher clock rate? Also I'm reviving it from wherever the save I've been given is and am getting decent FPS on the school computers. And that's not even the Comp Sci computers which I haven't tried yet.

DF is single-threaded, unless Toady managed to do some parallelization in the last few releases and I forgot about it.

A dual-core processor will outperform a quad-core in a case like that when the overall clock speed of the processor is similar, even though a slower quad-core will often outperform a faster dual-core on multithreaded applications. The reason being, the individual capabilities of each core will be higher for the dual-core versus the quad-core. A dual core is thus pretty ideal for running DF, because you do need the separate cores so that you can fully dedicate one to the DF process (you can't do this on a single-core because there are essential processes that need to be able to run in parallel with DF itself).

When I run Dwarf Fortress, I generally assign it to run only on one of my two processor cores, and instruct Windows to offer DF pretty much exclusive rights to that core (High priority generally). This means that everything else that needs to run that isn't the DF process gets the second core, and DF takes the first core.

It means that my computer is a bit underpowered for a lot of other applications, but it means that it's taken years for processors to catch up to the single-core performance of mine from 2010. (Although some poking at some benchmark sites does suggest that I've finally been overtaken by higher-end i5 and i7 quad-cores.)

Right, that's pretty much what I thought you meant. Heh. My school's Comp Sci Lab has eight core processors! XD Sadly, they're all only like 1.2 GHz apiece. (To note: It makes sense that they're built this way, they're designed for virtualization and testing programs in multiple environments.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **February 06, 2015, 10:15:41 pm**

Ohhh, that would explain why my freakin' awful craptop can run the game nearly as well as my cousin's gaming computer.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **February 07, 2015, 01:30:20 am**

Specs don't matter; Dwarf Fortress itself is the only entity that decides how well it runs.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **February 07, 2015, 09:35:42 am**

My craptop can't run my fortress but my regular laptop can. Specs help but they aren't everything.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **February 07, 2015, 10:20:18 am**

Quote from: Lolfail0009 on February 07, 2015, 01:30:20 am

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Oh, so it just likes me then? -:P

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **February 07, 2015, 07:14:16 pm**

'Parently.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **February 07, 2015, 10:42:28 pm**

Quote from: Amperzand on February 07, 2015, 07:14:16 pm

'Parently.

Sweeeeet.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **February 08, 2015, 10:35:27 pm**

Quote from: CaptainMcClellan on February 07, 2015, 10:20:18 am

Quote from: Lolfail0009 on February 07, 2015, 01:30:20 am

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Oh, so it just likes me then? -:P

I think it just hated Terry, and it has a "The enemy of my enemy is my friend" ideology.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **February 09, 2015, 03:07:27 pm**

Quote from: Lolfail0009 on February 08, 2015, 10:35:27 pm

Quote from: CaptainMcClellan on February 07, 2015, 10:20:18 am

Quote from: Lolfail0009 on February 07, 2015, 01:30:20 am

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Oh, so it just likes me then? -:P

I think it just hated Terry, and it has a "The enemy of my enemy is my friend" ideology.

Ahhh... By the by, anyone have any tips on how to run Dwarf Fortress in Windows 98? (Second Edition, btw.)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **February 09, 2015, 08:45:03 pm**

Whats going on now? I'm not exactly sure.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **February 09, 2015, 11:35:27 pm**

Quote from: TheSaberTooth on February 09, 2015, 08:45:03 pm

Whats going on now? I'm not exactly sure.

Pending my turn.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **February 12, 2015, 12:37:44 am**

Peendiilng?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **February 12, 2015, 08:23:40 am**

Quote from: Amperzand on February 12, 2015, 12:37:44 am

Peendiilng?

20 Credit Hours and a sleep condition tend to stymy any personal time, and whether y'all approve or not, I spend most of that talking to my girlfriend of playing some dumb game on my tablet because my laptop isn't working and I'm not about to try the desktop computer at home. Maybe if I lived on campus and had 24-hour access to free comps I'd play more. Good news though, I should be getting a new charger for my laptop in a few business days! Also, as soon as I do my homework today (or rather *if* I do) I'll put in an hour or so on the fort.

((Completely unrelated, but I have another interpretation of Global Warming. It's not a new one, but here you go: The Earth has a fever. Think about it, what do human bodies do when infected by a destructive, malicious, and mindless threat? They burn it the f*** up. Earth, as a whole, may well realize that as the only confirmed living planet it has a duty to preserve life by destroying the biggest threat to it. Eh, even if it's BS, it's fun to think.))

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **February 12, 2015, 01:31:26 pm**

Well in *that* case you're fine! I often find people just need reminding, if you actually have, say, real life in the way then then priority is obvious!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **February 12, 2015, 02:27:59 pm**

Quote from: Amperzand on February 12, 2015, 01:31:26 pm

Well in *that* case you're fine! I often find people just need reminding, if you actually have, say, real life in the way then then priority is obvious!

Oh, no. I need those too. :3 Side-effects to being busy or asleep a lot is that I am very forgetful. If you don't hear from me in like... 3 days, I probably need a reminder or I've gone on vacation.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **February 12, 2015, 11:06:04 pm**

Quote from: CaptainMcClellan on February 12, 2015, 08:23:40 am

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I like this interpretation. Anything that involves celestial sentence is something I support.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **February 12, 2015, 11:50:44 pm**

Honestly, I kinda like that idea too. Actually, I had a similar thought about shit like HIV/AIDS. I mean, an extremely contagious, unavoidably lethal virus that exploits your own immune system to kill you? Sounds like a species killswitch to me.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **February 13, 2015, 08:49:53 am**

Quote from: Lolfail0009 on February 12, 2015, 11:06:04 pm

Quote from: CaptainMcClellan on February 12, 2015, 08:23:40 am

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Yes. It wouldn't even have to necessarily involve Earth being sentient, it could just be combined natural instinct. (Though as a supporter of Intelligent Design, I prefer the idea of celestial sentence too.)

Quote from: Amperzand on February 12, 2015, 11:50:44 pm

Honestly, I kinda like that idea too. Actually, I had a similar thought about shit like HIV/AIDS. I mean, an extremely contagious, unavoidably lethal virus that exploits your own immune system to kill you? Sounds like a species killswitch to me.

That it's spread by bodily fluid transfer does give a bit of credence to the notions of the crazy religious fanatics... Though the thought that it's a *specific* punishment exclusively for one group is where I draw the line and call bullshit. Mm. It's more of a general warning, albeit more drastic than all of the ones we've ignored thusfar since the epoch of the "Age of Reason". (Which I've always found to be a weird epithet. Reading any historical work by an intellectual shows that we've, if anything, become *more* unreasonable. Perhaps we are more "tolerant" and even knowledgeable these days, but not more reasonable.)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **February 13, 2015, 09:53:47 am**

Quote from: CaptainMcClellan on February 13, 2015, 08:49:53 am

Quote from: Lolfail0009 on February 12, 2015, 11:06:04 pm

Quote from: CaptainMcClellan on February 12, 2015, 08:23:40 am

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Yes. It wouldn't even have to necessarily involve Earth being sentient, it could just be combined natural instinct. (Though as a supporter of Intelligent Design, I prefer the idea of celestial sentence too.)

Well, if I were to make a comparison between sentences and computer languages... Particularly hierarchy of level. Us young mortal creatures, we are relatively quite far removed from the essence of the Universe itself ~~((although then you factor in astral projection... don't get me started on that))~~ and we can only really comprehend our own sentence, and perhaps "sentences" we create, and maybe the sentences of other creatures. But planets would be a lower level, closer to the Universe's essence, and possess a kind of sentence incomprehensible to us, and stars perhaps at a lower level. Then you move to larger scales of nebulae ((my first thoughts on celestial sentence were nebula-based)) and galaxies, then clusters and superclusters, while also ((or alternatively)) moving to smaller scales of molecules and atoms -- the assembly code and ~~binary~~ trinary digits of our Universe.

Also, I'd really like to see how something like THIS (http://www.dailygalaxy.com/my_weblog/2013/01/the-largest-structure-universe-discovered-quasar-group-4-billion-light-years-wide-challenges-current.html) ticks, if indeed celestial sentence is true. To be entirely honest, if we're searching for deities I say we look there.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **February 13, 2015, 10:20:50 am**

Quote from: Lolfail0009 on February 13, 2015, 09:53:47 am

Quote from: CaptainMcClellan on February 13, 2015, 08:49:53 am

Quote from: Lolfail0009 on February 12, 2015, 11:06:04 pm

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Yeah, I suppose... There's always the notion that the universe runs on a higher level but I guess past a certain point human reasoning fails and any argument over descriptors becomes mere semantics. ((As per astral projection, I don't think human methods of it, ie the ones reported and purported by various "paranormal investigators", are legitimate/real/true/whatever term you want to use for the opposite of a lie. Do I think it's possible? Well, that heavily depends on what we're referring to as astral projection. To me, that implies a "ventriloquism of conscious" in which one is able to displace one's consciousness from their body without doing so completely (ie without dying/leaving behind a brain-dead body) and then, do the even more improbable tasks of manifesting that consciousness in any form tangible or ethereal *and* being able to perceive things from said form. I simply think it's out of the realm of human ability, especially these days. If it existed prior in history, I cannot with any certainty confirm or deny, but I can say that no recent (past 4 centuries or so) account seems to stand up to scrutiny or else simply lacks evidence.))

Meh. There's nothing so far that, to my comprehension, explicitly suggests that the Creator/Designer of the Universe exists *within* it. (Personally, I feel that it's the opposite... but there's multiple fields of study and multiple viewpoints, likely as not we're not gonna know. To elaborate, because I feel I should though, I think the universe exists within the imaginative consciousness of an intelligent and creative being who may or may not be all that ever exists, and that God as we think of him is simply his manifestation within his consciousness, for the purpose of communication/direct interaction with his creations. I can't argue this, don't have the idea fully figured out, and don't expect much agreement. Whether God is the demiurge, the chaos, both, or neither (or something that doesn't fit in or is some combination of all the prior options) is all a mystery to me, but ultimately, from my perspective, it doesn't matter because all would result in no observable difference in the universe as it is.)

However, there could be a whole bunch of fascinating stuff that would make scientists explode from the sheer amount of GLORIOUS DATA. (As an additional note, *this* XKCD comic, which quite adequately makes my next point: <http://xkcd.com/638/> Even if we were to find evidence of God, we might not perceive that we had, and barring evidence in the ways we expect, many stop searching. And here's where I go back to theist ideology: I think that any interaction between man and God is at his discretion and it is up to his will whether or not we can understand it. I think he has, very many times, communicated with mankind - or various members thereof- in ways we *do* understand and we can only take on faith what we know. That's with all knowledge though and still no reason to stop trying to find things out, but you know that don't you? :p)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **February 13, 2015, 12:12:06 pm**

Quote from: CaptainMcClellan on February 13, 2015, 10:20:50 am

-snip-

Well, on the astral projection front, I believe that I have successfully performed the feat once ((with divine aid)) in the common sense, and maybe several other times in another sense ((a transposition of a single consciousness between two soulbound bodies)), but I have no hard evidence to support my claim, so take it as you will. ㄟ(ゝ)/

On the deity front... Your belief that the Universe is manifested inside a divine consciousness is certainly an interesting one; is that not what mortal writers do? It's certainly a fresh look, especially compared to my own belief that the Universe is tended externally, by not one, nor even a few, not even HUNDREDS, but **OVER SEVENTEEN THOUSAND** divine figures, most of which do not appear in Earthen mythology and/or religious media, be it text or otherwise. ~~I also believe that two of them maintain semi-regular contact with me through their avatar's manifestation inside my headspace/soulpace, but again, no hard evidence. I still sometimes think that they're mere delusions, but judging by how lucidly I acknowledge both them and my other headmates, as well as my psychologist's reactions to my accounts, I doubt they are mere delusions.~~

Also, that last sentence of yours... What exactly did you mean by that? It's very late here, so it may be my own folly at misunderstanding it, but still '^^

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **February 13, 2015, 12:47:55 pm**

Quote from: Lolfail0009 on February 13, 2015, 12:12:06 pm

Quote from: CaptainMcClellan on February 13, 2015, 10:20:50 am

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Also, that last sentence of yours... What exactly did you mean by that? It's very late here, so it may be my own folly at misunderstanding it, but still '^^

Sadly probably delusions. * pats * Just in case though, be wary not to accept everything they say without some serious consideration. (Especially considering that which masquerades as deific could well be demonic.) As per sharing "soulpace", that's not possible, I think you're misunderstanding what a soul is. It's not the same as a conscious or a spirit, it's more analogous to the "source code" of a being's spirit, which can be packed and unpacked by will of those who have that kind of permission. Or another interpretation is that it's something that's developed over time in any cognizant being, but I don't really hold much to that. Either way, it's distinct from the conscious and subconscious "headspaces", though it can influence them. As per your spirit, while I think it can commune with things and supersedes basic consciousness, it still can't really be shared in the sense you say. Moreover, I still find it highly dubious that you have successfully performed astral projection, especially in light of a real or delusional contact with extraterrestrial beings. ((Though you did say "with divine aid", so it's possible. Visions, I think, are distinct from astral projection though, so if you had one of those, it wouldn't count. A vision is more like a spiritual space that conscious and spirit can be brought to temporarily and presented things in allegorical form, the interpretations of which you may then fail to properly ascertain when later recounting it. (There is also the matter of determining *who* initiated the vision, which is important.) Also, like dreams and memories, these visions can later be actively corrupted by your cognitive functions, possibly with no way to stop that.)) That you say that the universe is tended externally by these divine figures, I doubt. I think these maintainers are not so much divine as aligned with divinity and act as agents *within* the universe on the behalf of the creator. I also think that they're under strict orders not to intervene with the affairs of conscious and physical beings beyond what their job requires, with exception only by explicit order and that any who break this are treated as if they had broken taboo. Possibly with the ostracism involved, and most likely with severe punishment. Compare the concepts of angels and fallen angels and that's basically what I think, except only slightly more complex and that they (the ones who still follow) actively guard against "exceptions" in the execution of the universe. i.e. microscopic or macroscopic events that could destroy cognizant lives before their appointed times by some unusual scenario of physics, probably in a realm beyond even our comprehension of quantum physics and cosmology.) (As an additional note: I can't recall for certain, but I think that "angel" has a specific meaning and only refers to one class of these beings, which... if I'm remembering right is the messengers. I... * shrug * It's beyond me to say for sure on much. But with that in mind, no all of these beings wouldn't be angels, but that term has kinda come to refer to them all, and that's the context I'm using it in.)

Which? The very last? All knowledge must be taken on faith, that's pretty straight forward. Even "proofs" can be disproven, right? That humans have to take knowledge on faith isn't a call to eschew knowledge as "uncertain" or "inexact", as much as it is motivation to put trust in some higher power than ourselves.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **February 14, 2015, 12:05:51 am**

Quote from: CaptainMcClellan on February 13, 2015, 12:47:55 pm
Quote from: Lolfail0009 on February 13, 2015, 12:12:06 pm
Quote from: CaptainMcClellan on February 13, 2015, 10:20:50 am

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Well, delusions or not, they're very friendly and haven't shown any ill bearing towards me, nor have they tried to influence me off the path of common sense ~~((discounting when one of my headmates reawoke after a long post-manifestation hibernation and immediately tried to take control and eat literally everything and everyone. Mercifully she was still half asleep and could be beaten back until she woke fully and came to reason))~~ so no harm no foul, right?~

And, on that "soul == source code" thing... If I were to describe my own soul in such a context, it would be two incredibly different foreign code modules bound together by a foreign netcode module, and MAYBE there's a local parent module in there somewhere that I haven't been able to identify. Are you by any chance familiar with the concept of otherkin? ((Perhaps my analogy of the transposed consciousness was a little awry... I'll need to do some more analysis. I still don't know how physical/metaphysical my destination actually is.))

I don't think what I experienced was a vision; it was certainly as if I had just been transported somewhere and was indeed conversing with an entity. It's rather fun discussing death with a deity that maintains a death-related sphere.

And yes, angels were the messenger spirits.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Shaggard** on **February 14, 2015, 01:52:30 am**

Quote from: kefkakrazy on December 09, 2014, 12:07:34 am

The very first dwarf to step his way into the fiery pit and meet his doom was Shaggard.

"Shaggard" Sazirâtast. Dyer
"Shaggard" Bridgedbraved"

upper body
lower body
head
right upper arm
left upper arm
right lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right foot
left foot

Thirsty

g:Gen i:Inv p:Prf u:Und z:St

Shaggard died as he lived, thirsty. This sluggish behemoth of a fortress earned a good death, and found it.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **February 14, 2015, 02:22:09 am**

You know, I honestly don't know what to say about the last page or so, but it was cool. I spent the last... Ehh... Seven hours testing a glitchy, mechanically incomplete robot, so my brain is consumed and unable to form a proper comment on the subject, one which I find genuinely interesting.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **February 14, 2015, 05:31:56 pm**

Quote from: Lolfail0009 on February 14, 2015, 12:05:51 am

~snip~

Well, delusions or not, they're very friendly and haven't shown any ill bearing towards me, nor have they tried to influence me off the path of common sense ~~((discounting when one of my headmates reawoke after a long post-manifestation hibernation and immediately tried to take control and eat literally everything and everyone. Mercifully she was still half asleep and could be beaten back until she woke fully and came to reason))~~ so no harm no foul, right?~

And, on that "soul == source code" thing... If I were to describe my own soul in such a context, it would be two incredibly different foreign code modules bound together by a foreign netcode module, and MAYBE there's a local parent module in there somewhere that I haven't been able to identify. Are you by any chance familiar with the concept of otherkin? ((Perhaps my analogy of the transposed consciousness was a little awry... I'll need to do some more analysis. I still don't know how physical/metaphysical my destination actually is.))

I don't think what I experienced was a vision; it was certainly as if I had just been transported somewhere and was indeed conversing with an entity. It's rather fun discussing death with a deity that maintains a death-related sphere.

And yes, angels were the messenger spirits.

~~GET THINE ASS OFF OF TUMBLR, I COMMAND THEE!!!!~~ I mean, yes. Otherkin and headmates almost always exist on a psychological level. And there is definitely harm done if a headmate tried to eat people, even if you were able to stop it. In my opinion, which is different from modern and postmodern psychology I know, headmates occur when an individual lacks a strong primary persona and as a result every set of urges, especially conflicting ones, is compartmentalized into it's own identity, but they're mostly fractures of the same person, instead of possession or legitimate DID. (If you choose to believe you're among the exception, that is fine but either way I have to emphasize the need for caution and recommend that you work on building your main persona and building the character thereof.)

Nah, all souls are written in the same source code and humans probably only have one. Some Hindu (and possibly some Buddhist) study speculates that humans have three souls. To me, there's insufficient evidence that this is the case and possibly also comes from another misunderstanding of what a soul is, because I do not know what they define as a soul.

Also, I have no idea where you went. Though, a question, did you ask on what authority said being was talking to you on?

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Honestly, that sounds more interesting to me. What are you building a robot for?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **February 14, 2015, 07:07:27 pm**

The FIRST Robotics Competition, which is a high-school level, in my case free-entry, robotics program operating throughout most of the US. It's really a great deal of fun in every sense of the word, especially when the idiotic thing tries to kill you or itself 'cause of a shorting cable.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **February 14, 2015, 08:15:02 pm**

SO ANYWAY, are we going to start the next chapter anytime soon?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **February 14, 2015, 09:33:26 pm**

Quote from: CaptainMcClellan on February 14, 2015, 05:31:56 pm
Quote from: Lolfail0009 on February 14, 2015, 12:05:51 am

~snip~

Well, delusions or not, they're very friendly and haven't shown any ill bearing towards me, nor have they tried to influence me off the path of common sense ~~((discounting when one of my headmates reawoke after a long post-manifestation hibernation and immediately tried to take control and eat literally everything and everyone. Mercifully she was still half asleep and could be beaten back until she woke fully and came to reason))~~ so no harm no foul, right?~

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I don't think what I experienced was a vision; it was certainly as if I had just been transported somewhere and was indeed conversing with an entity. It's rather fun discussing death with a deity that maintains a death-related sphere.

And yes, angels were the messenger spirits.

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Also, I have no idea where you went. Though, a question, did you ask on what authority said being was talking to you on?

~~I REFUSE TO LEAVE TUMBLR, THE PEOPLE THERE HAVE TAUGHT ME THAT I'M NOT A BROKEN MISTAKE. Plus I met my girlfriend on Tumblr, sooo '^^~~

I don't think it's possession nor DID, but one past life and one alternate life soulbound to me across time ((and death, in one case)). I say this option because I have access to the memories of both of these lives, even if I don't understand the languages both lives spoke in ((which is a damn pain...)). Also, one of them is incredibly interested in your side to this conversation; he finds it a theory worth pursuing. The other's a bit... wary. She's telling me to tread carefully.

I'd try to draw a representation of my soul, but the last time I tried drawing something I got hit with major dissociation and gods that was terrifying, so I'll pass on that.

As for where I went... In the case of the deity conversation, it was a temple by a river, on an overcast night. There were other people there ((humanoid, but I dunno if they were human)) doing what seemed to be acts of worship towards statues of the being before the being rose out of the river. It looked like it was made of starlight. It introduced itself as "the God by whom all mortals pass", so I'd assume a God of death, or passage, or some such.

Quote from: TheFlame52 on February 14, 2015, 08:15:02 pm

SO ANYWAY, are we going to start the next chapter anytime soon?

Sounds good, methinks.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **February 14, 2015, 11:34:12 pm**

Quote from: TheFlame52 on February 14, 2015, 08:15:02 pm

SO ANYWAY, are we going to start the next chapter anytime soon?

Um, yeah. I'm like... 7 in-game days in as of last time I tried to play and uh... I'm on right now playing DnD through Google Docs with some friends and trying to get some homework done at the same time, but I figured while I was procrastinating anyway by DnD playing I'd check the forums. So far the only interesting events are that Ulborb named a shield something and that two dwarves are (still) stranded outside of MurderMachines.

Quote from: Lolfail0009 on February 14, 2015, 09:33:26 pm

Quote from: CaptainMcClellan on February 14, 2015, 05:31:56 pm

Quote from: Lolfail0009 on February 14, 2015, 12:05:51 am

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~~Yeah, no. See that's called "targeting a bird with a broken wing." That's shit cults do.~~ That's cool, I hope your relationship goes well. (Seriously though, several major Tumblr groups love to target people who have low self-esteem and fill their head with crazy ideas, even if they're the ones who have to destroy their self-esteem first. They're very aware of where they are and know that it's where people go for comfort and opposition to what is perceived as (but actually not) mainstream, because the Tumblr community at-large tries to masquerade as both a force of great social good and as a place of loving, caring acceptance... And even in groups where they actually are, sometimes they're *too* accepting... to the point where one issue becomes a few hundred and non-issues become the civil rights case of a century, picked up by the belligerent groups.)

Well, I would certainly hope it's not possession or DID. I don't know that it's even possible for things to get "soulbound" and I'm pretty sure that human spirits nor souls linger on Earth for very long nor return to it by natural means. (ie, If it isn't an elaborate fantasy, it was done to you on purpose, quite probably for less-than-noble reasons.)

And how would you do that? Souls can't be measured by us. That it caused a major stress episode, however, is quite interesting...because that seems to fall in line with people who have certain disorders that cause them to disassociate with reality...

You might want to get that checked out, just refuse any medication offered. I repeat *unless you are a clear and present danger or anyone else's DO NOT ACCEPT MEDICATION OR SELF-MEDICATE*. If you merely suspect that you are though, it is important to get help as soon as you suspect and by a professional. If you've already been medicated, consider what medication you were placed on and whether or not that may be the cause of your current state or at least a contributing factor. If you don't mind, I'd like to try and help you navigate your inner self sometime.

That's A: probably a vision, being seeped in classical metaphor as it was B: Interesting. C: Worth discussing further elsewhere.

Final thought, I find it significant and interesting that the voice supporting the pursuance of what I've been talking about is male and that the voice telling you to place me under suspicion is female. I will leave you [all] to speculate what I mean by this. However, let it be noted I agree with both voices, in this case, that you should pursue and that you should be wary.

And finally, can we move this off the forum please? This isn't really the place for such discussions. If you would like, I could set up an IRC through a VNC and log it. Or if you don't mind a large corporation getting it, we could do it through gmail? (Heck, even Private Messaging on the forum might work. Or if you and the others prefer it remain public, then a discussion thread.. but I'd rather move this somewhere private, somewhere where it won't be trolled or derailed. And most importantly, we really need to stop the derailing of *this* thread.)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **February 15, 2015, 12:48:01 am**

Quote from: CaptainMcClellan on February 14, 2015, 11:34:12 pm

-snip-

Yeah, it might be an idea to move this discussion off of a public space...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **February 15, 2015, 02:58:16 am**

Very true. Yet further proof that Bay12 is a strange and wonderful place, not to be easily understood by normal folk.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **February 15, 2015, 03:11:02 am**

Quote from: Amperzand on February 15, 2015, 02:58:16 am

Very true. Yet further proof that Bay12 is a strange and wonderful place, not to be easily understood by normal folk.

Is this... In response to lolfail or me?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **February 15, 2015, 04:32:47 am**

Quote from: CaptainMcClellan on February 15, 2015, 03:11:02 am

Quote from: Amperzand on February 15, 2015, 02:58:16 am

Very true. Yet further proof that Bay12 is a strange and wonderful place, not to be easily understood by normal folk.

Is this... In response to lolfail or me?

Excellent question...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **February 15, 2015, 10:22:47 am**

This is getting a little ridiculous. Are we now still going on with McClellan's attempt or are we going for Deathgate III?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **February 15, 2015, 10:41:15 am**

Quote from: Dwarf4Explosives on February 15, 2015, 10:22:47 am

This is getting a little ridiculous. Are we now still going on with McClellan's attempt or are we going for Deathgate III?

I say Deathgate III. For the name, we should just do random names until we get a good one.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AoshimaMichio** on **February 15, 2015, 11:54:33 am**

Name of Deathgate III cannot be random, no. It should follow theme.

1st parts so far: Death & Murder

2nd parts so far: Gate & Machines

"Death" is result. "Murder" is cause. So third one should be actor. Therefore "Killer".

"Gate" is controlled by "Machines", which is operated by "Levers".

So name of Deathgate III should be "Killerlevers", if such name is even possible. I would prefer such thematic naming convention.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **February 15, 2015, 01:07:34 pm**

Quote from: AoshimaMichio on February 15, 2015, 11:54:33 am

Name of Deathgate III cannot be random, no. It should follow theme.

So name of Deathgate III should be "Killerlevers", if such name is even possible. I would prefer such thematic naming convention.

Hmm... Or something like that, yeah.

Quote from: Dwarf4Explosives on February 15, 2015, 10:22:47 am

This is getting a little ridiculous. Are we now still going on with McClellan's attempt or are we going for Deathgate III?

Why not both?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **February 15, 2015, 04:14:02 pm**

Both sounds good. Might want to make a new thread for 3 though. Also, I still like Slaughterheim.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **February 15, 2015, 04:25:09 pm**

I'm gonna have to vote for Slaughterhelm, that's pretty cool. Are we still going to have a Voidgod or is he dead forever? Will he be dwarfed as the oldest child in the fort?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **February 15, 2015, 05:23:57 pm**

Helm/Heim... Close enough. As to the Void God, well, he is the purview of Anima.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **February 15, 2015, 11:40:57 pm**

Quote from: Amperzand on February 15, 2015, 05:23:57 pm
Helm/Heim... Close enough. As to the Void God, well, he is the purview of Anima.

Anima is disassociated with this endeavour as of now. If he is able to return, it's not unreasonable that the Voidgod would as well. The real question is who will begin this venture. Let's set some rules. We nominate the progenitor, we cannot nominate ourself, and only five can be nominated. All nominees must have taken at least one turn in Deathgate or Murdermachines and respond to a PM notificacion. Then we have a blind poll to elect from our nominees to determine who makes the next fort. In case of a tie it comes down to first available. Whoever makes the next fort gets to write the transition story and make the thread, but must take into account the canon and the opinions of the players. The name of the fort will be put up to a separate vote which will be conducted alongside nominations. This sound fair to everyone?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **February 15, 2015, 11:59:56 pm**

It sounds fair to me. Can we nominate multiple people, or just one?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **February 16, 2015, 02:47:07 am**

Quote from: Lolfail0009 on February 15, 2015, 11:59:56 pm
It sounds fair to me. Can we nominate multiple people, or just one?
Eh, depends on how many nominees there already are.

I nominate Shaggard.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **February 16, 2015, 02:53:45 am**

I nominate Flame.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **February 16, 2015, 11:20:00 am**

So what's the explanation for the dual continuation? Timeline split, or were some (parts) of our dwarven mind parasites left behind?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **February 16, 2015, 01:06:07 pm**

Quote from: Dwarf4Explosives on February 16, 2015, 11:20:00 am
So what's the explanation for the dual continuation? Timeline split, or were some (parts) of our dwarven mind parasites left behind?
* shrug * Which do you think is better?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **February 16, 2015, 03:55:03 pm**

Having been involved in some very timeline-split heavy RP recently, such things are at least familiar ground for me.
I haven't really been around long enough, but I nominate peregarrett.

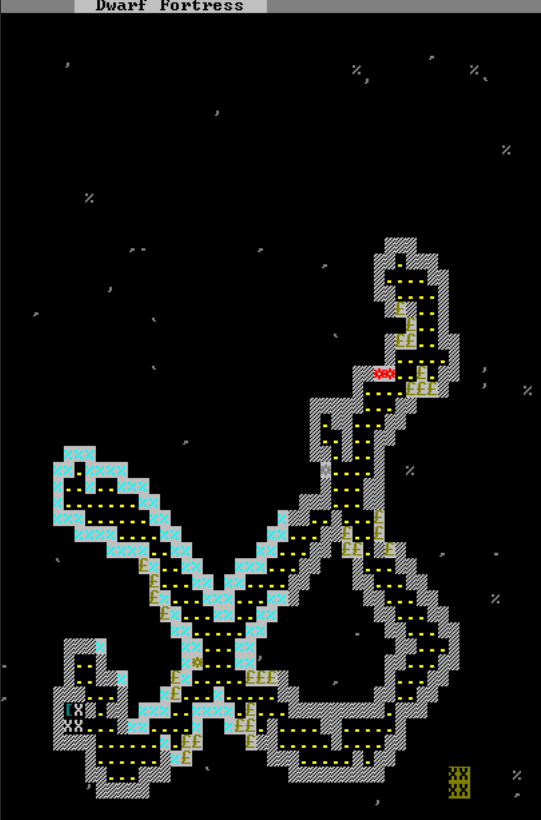
Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **February 19, 2015, 09:34:26 am**

So the current nominees are:

- Shaggard
- Flame
- peregarrett

((I really wish I'd remembered Peregarrett.))

Also, on the topic of Murdermachines, I'd like to share that moment when:



You realize that the fort has been baring the mark of the demensclowns all along.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **February 19, 2015, 09:37:34 am**

I vote me

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **February 19, 2015, 10:06:57 am**

Quote from: TheFlame52 on February 19, 2015, 09:37:34 am
I vote me
Psssh. We're not voting yet, we're still nominating.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AoshimaMichio** on **February 19, 2015, 11:57:39 am**

Quote from: CaptainMcClellan on February 19, 2015, 10:06:57 am
Quote from: TheFlame52 on February 19, 2015, 09:37:34 am
I vote me
Psssh. We're not voting yet, we're still nominating.
I nominate you.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **February 19, 2015, 12:58:23 pm**

Quote from: AoshimaMichio on February 19, 2015, 11:57:39 am
Quote from: CaptainMcClellan on February 19, 2015, 10:06:57 am
Quote from: TheFlame52 on February 19, 2015, 09:37:34 am
I vote me
Psssh. We're not voting yet, we're still nominating.
I nominate you.
Me or Flame?

You, Captain McClellan, sir.

Quote from: AoshimaMichio on February 19, 2015, 02:09:35 pm
You, Captain McClellan, sir.

Thank you. (* restraining excitement at being nominated in order to maintain a false dignity. *)

Heh, you have every right to be exited. Slaughterhiem awaits!

Quote from: Amperzand on February 20, 2015, 04:10:54 am
Heh, you have every right to be exited. Slaughterhiem awaits!

Mmm, yeah. I'm still playing MurderMachines. To be honest though, I've lost track of what's what. We've had two deaths so far: A Berserking child and a woodcutter who met a mysterious and unfortunate end in the caverns. (I'm a bit worried about that...) However, it seems like I'm making progress. I wanted to ask though, may I use DFHack's autodump and a few other commands to try and raise the framerate? (It's not the worst I've ever played, about 35-40 FPS, but it could be better.)

(Does the Dwarven language have a word for "heim"?)

Dude, you can't be more DFHack-happy than I was. I used fastdwarf constantly when there weren't sieges, and autodump a lot too. THERE MUST BE ORDER!

Quote from: TheFlame52 on February 20, 2015, 08:31:21 am

Dude, you can't be more DFHack-happy than I was. I used fastdwarf constantly when there weren't sieges, and autodump a lot too. THERE MUST BE ORDER!
Indeed there must! Alright then, now that I have permission, I suspect things are going to go smoother. One question for everyone though, what were your big projects here?

Smelting and melting. I'm the reason we have over a thousand steel bars. I'm also the reason we have several legendary furnace operators and a metal bar quantum stockpile.

Quote from: TheFlame52 on February 20, 2015, 09:21:33 am

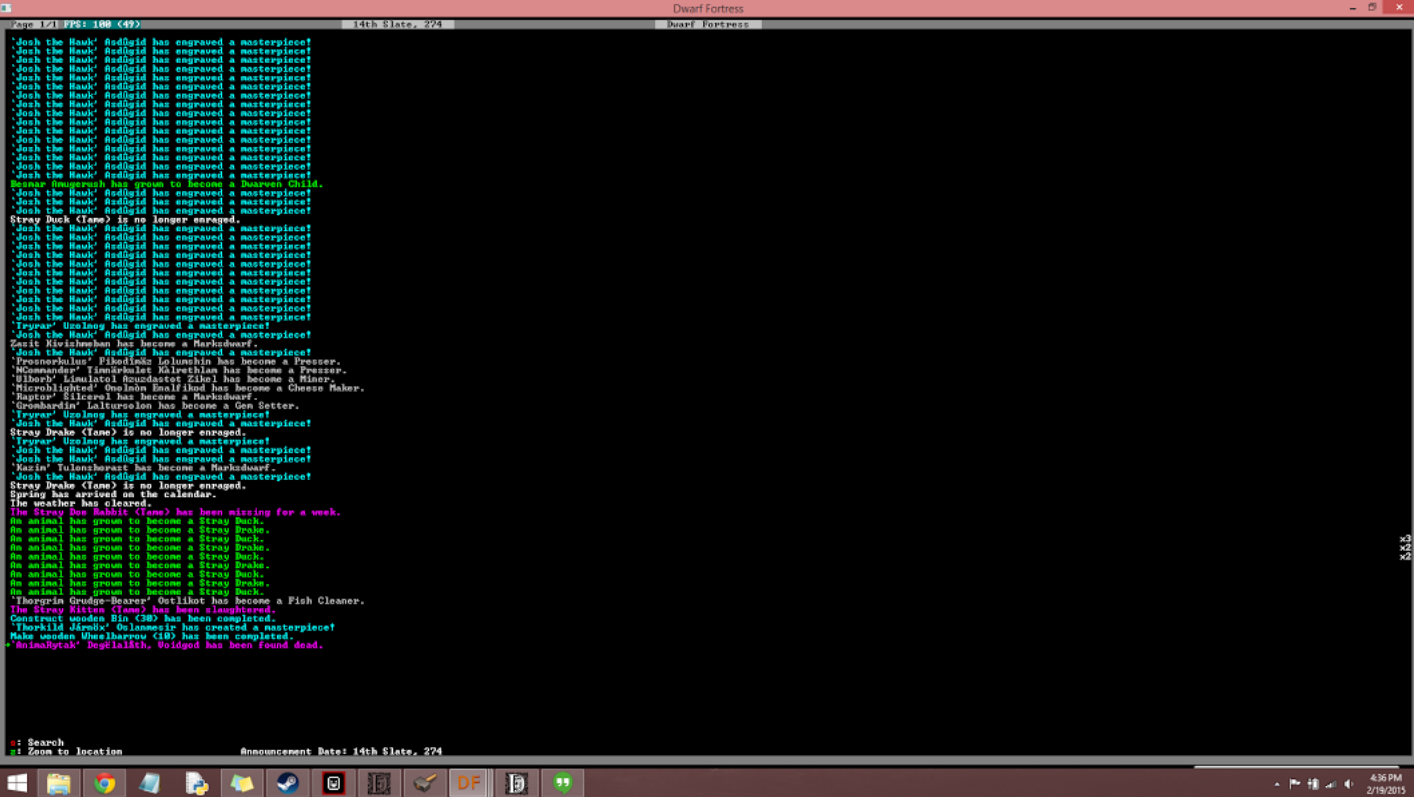
Smelting and melting. I'm the reason we have over a thousand steel bars. I'm also the reason we have several legendary furnace operators and a metal bar quantum stockpile.
Well I thank you for that, but you know what I just discovered today? Out of damn near twenty overseers, not one thought to build a millstone. And with that, I'm about to post the mid-spring update! :D

Note: Due to a tiny bug in how the date display works, the first month reads as 00 instead of 01, keep that in mind when reading dates. (02 is the third month, Felsite, etc.)

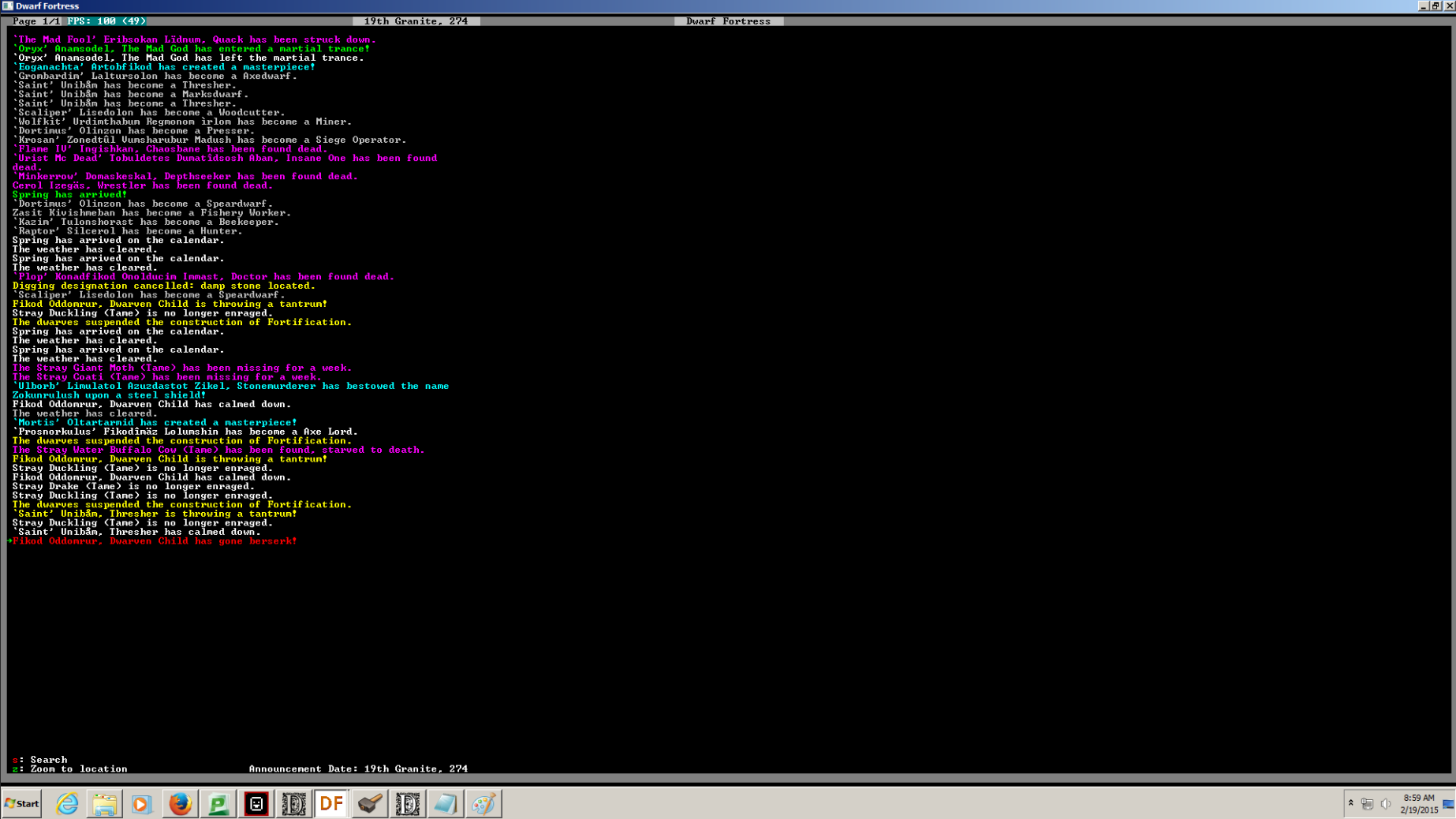
'Ulborb' Limulatol Azuzdastot Zikel.
Stonemurderer has bestowed the name Zokunrulush
upon a steel shield!

Press Enter to close window

To start things off, we have some sad news...
Spoiler: Don't click if you can't handle it. (click to show/hide)



Followed by some excitement!
Spoiler: Yeah. (click to show/hide)



274/01/09 - It rains.
In other news, why was a Stray Water Buffalo inside the fort and is it to late to butcher it? Probably. Off to the dump with you.
274/01/26 - Today I utilized my awesome power! To clean up after the Void-Wraith squad. There ~~is~~ was a considerable amount of pesky goblin skeletons on our front lawn.

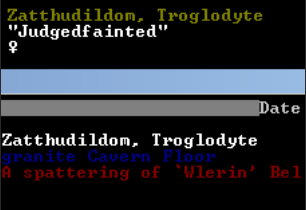
Not to worry though, I got rid of just the skeletons and left the valuables. Valuables I hope to sell to elves for food, salve, and booze.
Spoiler: FINALLY! (click to show/hide)



Now, to help counter the inherent entropy and rot, I'm going to clean out the sealed room of its excess corpses. (Goblins, kobolds, trolls, and voidspawn corpses only, I don't want to risk not having a Dwarven body around when its owner comes demanding a proper burial. Okay, that's done. Now to clean up any corpses left strewn about the fort. (Again, excepting dwarves themselves.) I'll leave the caverns alone, even though they're probably the worst offenders, because they deserve to be wild.

Tholtig Shigosmorul, a dwarven child, has been found dead... Don't rightly know what to do about that.

!!! Wlerin has been struck down! Alright, time to see what the f*** is down in those depths. Aha! Should've known. It's a bloody Troglodyte.



May I just say that one Troglodytes? Ah well... The Voidspawn are kind of far, and it looks as though those down in that cavern might well be facing death anyway, so I'll send the nearest available squad and make an impromptu hate out of nearby dwarves. It's far better than simply letting them be picked off one-by-one.I've sent Fungin and an Ezum Sazirgan, after the little bug. And... It's dead! I really wish that I had known it was only a Troglodyte, I would've had it done away with before it had the opportunity to cause this much trouble. Three dwarves dead, a pity. Due to my quick assignment of Ezum Sazirgan to the Peacekeeper squad, he has become Captain of the Guard by default. As he survived and this was ever my position here, I shall take him as my dwarvenly host and dub him Ringo, the Sheriff. To him I give that in accordance to what my position deserves. Already he is equipped with Langgudked, a slade war hammer. This is quite nice, but then, how is it that he came by such a hammer as surely once belonged to AnimaRytak himself? I cannot say, but I shan't make him part with it, in hopes that he will be an effective Captain. (Coincidentally, why are there no blue capes for my Peacekeeping squad!? This is unacceptable and I shall rectify it immediately.) I have also assigned that a bed be built inside my office while the mandate goes out for blue capes and tunics. (We still will need a militia commander and a bookkeeper. I'll just assign those to the best skilled. Congratulations Lurker on becoming our Bookkeeper.)

Meta, OOC note: How do we not have a Millstone or a Quern yet? What is the BATTERY doing if it's not powering anything? But no, srsly, I've got big plans for that thing later.

First things first, dealing with making sure my ~~secret-pee~~ noble keepers of the peace are properly outfitted: That means getting milling going.

274/01/27 Damn it. Another murderous, child-killing Troglodyte. Ugh... Stop killing my future workforce, you stupid overgrown insects!!! Sakzul Rakustegul, Dwarven child has been struck down. (Second Meta, OOC note: The fort seems to be stabilizing at around 50 FPS now.) Sending the Peacekeepers after the child-killer and the Void-Wraiths after the other Troglodytes. I'm not going to let them kill the fort.



Dead.
(Meta, OOC: Question: Anyway to stop "Created a Masterpiece" spam? I love Josh the Hawk to death as our amazing historian/engraver, but 40 messages in a row is quite enough.)

274/02/09:
Deduk Katthirathel, Ghostly Voidspan Thrall Woodworker has transformed into a dwarf!
o.o I didn't know that could happen.

274/02/10: :o
→Edēm Sanusiteb, Gem Cutter withdraws from society...
Alright, we could get yet another artifact~! :D

Edem has claimed a gem workshop... Let's see if we can exploit this to get an epic artifact. (My guess is "yes.")

274/02/11 Deduk Katthirathel has been put to rest.

274/02/12 An elven caravan has arrived.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **February 20, 2015, 10:51:46 am**

DAMMIT WHY AM I DEAD AGAIN

I WAS A LEGENDARY FURNACE OPERATOR

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **February 20, 2015, 12:28:01 pm**

Quote from: TheFlame52 on February 20, 2015, 10:51:46 am

DAMMIT WHY AM I DEAD AGAIN

I WAS A LEGENDARY FURNACE OPERATOR

No idea... Are you dead? I don't remember reporting/witnessing your death. I can't actually check until later, but that's that.

Also, if I had to guess: It's *because* you were a legendary furnace operator. In my experience, in any fort utilizing magma forges, furnace operators are somehow the first to go. Even so, you will be missed.

And since I forgot earlier:
THE NOMINEES FOR STARTING THE NEXT FORT ARE:

- Shaggard
- TheFlame52
- peregarrett
- myself

One more nominee and we can start the voting.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **February 20, 2015, 03:04:25 pm**

I nominate Kefka! 8)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **February 20, 2015, 03:16:34 pm**

Quote from: Amperzand on February 20, 2015, 03:04:25 pm

I nominate Kefka! 8)

Yes!

We now have 5 nominees!

Let the voting commence!
<http://www.bay12forums.com/smf/index.php?topic=148661.0>

(Rules are simple and on the poll, only one vote per user. If AnimaRytak comes forward and says he wants to run before the poll expires, he will be added to the list and given 10 votes. Otherwise, no new nominees.)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **February 22, 2015, 06:33:20 am**

Quote from: CaptainMcClellan on February 20, 2015, 10:46:56 am

274/02/09:
→Deduk Katthirathel, Ghostly Voidspan Thrall Woodworker has transformed into a dwarf!
o.o I didn't know that could happen.

How has this happened *twice*?

Also, yay, new fort time!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **February 22, 2015, 12:42:45 pm**

Quote from: Dwarf4Explosives on February 22, 2015, 06:33:20 am

Quote from: CaptainMcClellan on February 20, 2015, 10:46:56 am

274/02/09:
→Deduk Katthirathel, Ghostly Voidspan Thrall Woodworker has transformed into a dwarf!
o.o I didn't know that could happen.

How has this happened *twice*?

Also, yay, new fort time!

Yep! :) By the time thw voting is done, I should be done with my turn, so we'll be able to start even *if* I win. That is an important question though, does any one want a turn after me on MurderMachines?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **maxcat61** on **February 22, 2015, 05:03:33 pm**

May I? I have lurked for the first, and 2nd Deathgate. I would love to have a year, if no one else minds.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **February 22, 2015, 07:58:07 pm**

Quote from: maxcat61 on February 22, 2015, 05:03:33 pm

May I? I have lurked for the first, and 2nd Deathgate. I would love to have a year, if no one else minds.

I don't mind. I've got a few super projects I'm working on and if noone wanted it, I was just gonna keep rolling, but that's alright, I'm sure I'll get my chance again. Given how productive this year has gone, I might have a pretty substantial headway into the completion of this thing, but at very least I'm gonna have most of the duct work done and a working BATTERY powered millstone. I have a question though, should I keep my project secret or just announce it since we're gonna be opening Deathgate III soon?

Second question, does anyone understand DFterm (2 and/or 3)? I want to sorta open up a succession fort to public access. Maybe 2 or 3. t'll be a fixed vers, and probably DF2012, since I'm wanting to migrate MurderMachines and my own successioin fort AuthoredMountains to publically accessable. I'll also probably run one on DF2015 once it's out and debugged, but beyond that, I don't know how much I can do.

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **CaptainMcClellan** on **February 26, 2015, 09:11:27 am**

Quote from: AnimaRytak on January 07, 2013, 07:23:58 pm

Alright folks, time to begin world gen.

I'm going to include a custom, hostile race in this version. Be warned, they are extremely potent.

I'm also going to be placing us down in a hostile land. There's so many possibilities in this new version and it's Deathgate's job to break them all.

Lol, he means the Voidspawn? I don't know what happened between then and now and this is the first I've gotten around to actually reading the whole thread... but the Voidspawn are pretty pathetic compared to our current military. That said, do we want more hostile races for Slaughterhelm/Deathgate III?

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **CaptainMcClellan** on **February 26, 2015, 09:29:12 am**

Quote from: AnimaRytak on January 09, 2013, 11:42:20 pm

Quote from: kefkakrazy on January 09, 2013, 11:25:57 pm

So does Deathgate II have any major goal besides "survive the voidspawn?" I mean we already colonized hell.

Ooh! Get voidspawn INTO Hell!

The only thing that saddens me is that the next DF version is too far off for us to have waited for it; the fact that Deathgate I effectively died a slow death by starvation deeply saddens me. We need the world to be filled with rampant boning in order to produce the expendable slave labor meat puppets we need.

If the voidspawn work as intended, just surviving them is going to be insanely hard. But aside from "not die" and "build huge awesome mega projects", Murdermachines doesn't really have a main goal.

If, for some reason, Murdermachines dies quicker than Deathgate (which lasted 19 months by the way), then we'll settle Deathgate III into an evil, savage biome with voidspawn access and evil rain.

Gentlemen, I believe we have our orders. :P (I mean, technically we don't have to because at this point, I'm pretty sure that MurderMachines just passed 2 years old.)

Opinions all, should Slaughterhelm be in aggressive, hellish world full of improbable spikes of death and doom, or just an average world that we corrupt by our presence? (Also, I have some ideas for if I start the fort, in terms of story...)

Title: **Re: Murdermachines - Invasion of the Body Snatchers! (Deathgate II)**
Post by: **peregarrett** on **February 26, 2015, 10:15:00 am**

Quote from: CaptainMcClellan on February 26, 2015, 09:29:12 am

Quote from: AnimaRytak on January 09, 2013, 11:42:20 pm

Quote from: kefkakrazy on January 09, 2013, 11:25:57 pm

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Opinions all, should Slaughterhelm be in aggressive, hellish world full of improbable spikes of death and doom, or just an average world that we corrupt by our presence? (Also, I have some ideas for if I start the fort, in terms of story...)

Whatever.

But settling in the evil area is mandatory. I want glumprongs grow all around the Citadel!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **February 26, 2015, 10:27:45 am**

And we have our custom race of demons as our extra-spicy version of the Voidspawn, remember? Also, I still kind of want to see whether the addition of the tag [NOT_LIVING] fixes the Voidspawn revolution bug.

Title: **Re: Murdermachines - I changed the subject, but I didn't shoot no deputy.**
Post by: **CaptainMcClellan** on **February 26, 2015, 11:25:10 am**

Quote from: peregarrett on February 26, 2015, 10:15:00 am

Quote from: CaptainMcClellan on February 26, 2015, 09:29:12 am

Quote from: AnimaRytak on January 09, 2013, 11:42:20 pm

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Opinions all, should Slaughterhelm be in aggressive, hellish world full of improbable spikes of death and doom, or just an average world that we corrupt by our presence? (Also, I have some ideas for if I start the fort, in terms of story...)

Whatever.

But settling in the evil area is mandatory. I want glumprongs grow all around the Citadel!

Sure, but I A'int about to deal with no goopy death rains! By which I mean that the entire sky will be obscured by our construction!!! Also "Citadel" doesn't seem like enough... May I suggest "Cancer of the Earth" for its title?

Also, we have a lovely opportunity here now that we can retire the fort instead of abandoning it. We can craft superdwarvenly bodies for ourselves and settle them in instead of stealing bodies. We can also go in as adventurers and ravage the fortress!

Quote from: Dwarf4Explosives on February 26, 2015, 10:27:45 am

And we have our custom race of demons as our extra-spicy version of the Voidspawn, remember? Also, I still kind of want to see whether the addition of the tag [NOT_LIVING] fixes the Voidspawn revolution bug.

No I don't remember... and that's really what we should be doing now, testing creatures, maybe even materials. I'll get onto that later today. (I misplaced the flash drive with the MurderMachines save and haven't had the chance to clean house yet, because of college and mild illness of self and girlfriend from the cold spell. I've seen it as recently as Tuesday so nobody panic yet. In the mean-time... testing.) I for one would like to mod in some domovoi (think kobold/cat/ghost hybrids that settle in forts, eat your food, steal/move things and are voidthrall compatible) and wood-demons/Skull Kids from LoZ. Among other things.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Max™** on **February 26, 2015, 11:39:20 am**

I'm not sure how terrifying you want your foes to be, but while I was modding a race to be fun to play with as a an adventurer I decided to make them have a civilization and such, but initially they were female only. Later I figured out how to make fully differentiated sexes and didn't realize that a bunch of steel angels and their much less common hyperfast non-winged steel mini-armoks would, well, run armok during world-gen and take over (though they are naturally very peaceful) until I limited their site pops and such heavily. They still do a good job setting up weird little mountain hamlets and towns, but that isn't the point here.

The point is, I've made adventurers into master vampires from the dark ages mod, had them geared with full sets of artifact gear using a modded metal (steel mass+candy properties), legendary out the ass combat skills, using the silly-fun "bullet time" speed boost ability so they're running around at 9.9 speed right?

I had one of these adventurers who I had a lot of fun playing with after I found you can hit someone with a platinum war hammer in the head, send them flying, and THEN cut their head off with a battle axe in mid-air... she has something stupid like 1300 kills. She rampaged through hell but the demons were boring, she's killed hydras by trying to rip their guts out with her teeth and having them BLEED to death (I then realized the guts were way too heavy to rip out like that...) and singlehandedly depopulated the world of monsters and beasts besides the few FB's hiding from her in the caverns.

There is one thing I will not do with her: pick a fight with a steel angel, nothing is more terrifying in adventurer mode than something which is just as brokenly fast as you, has no organs to injure, no bones or skin to feel pain from, has hand-to-hand attacks *tuned and designed for removing limbs* AND can fly.

I'd love to help out and test some modded creatures for you folks by putting it up against an angel-blender, by which I mean taking control of in adventurer mode and picking a fight with some... though I don't recommend going with the full speed-boosted solid steel delimbing machines themselves, having something which can last against them at all is a good judge of how much fun it would be to fight it with an army of decked out military dorfs.

Oh, if you would like a solution to the "voidspawn won't use weapons" problem, I've got a lot of practice tweaking hand-to-hand attacks for delimbing, as I said, there are some values that you can set to what seem rather absurd levels which do the job very well.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **February 26, 2015, 11:58:25 am**

Quote from: Max™ on February 26, 2015, 11:39:20 am

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Wow... Yeah. While in transit to this terminal I had ideas for a type of titan called a "Nightbringer" that is basically designed like an Enderman with tentacles coming from its arms that is very difficult to kill but its only attack is to release a mist that causes blindness and for a terrible set of beings called reapers that sound a good bit like your steel angels, except undead, opposed to life, and with scyther arms. (And naturally a high preference for decapitation.)

More than scary deadly beasts though, I'd rather make pest animals. Maybe, with Meph's permission, also import some X-men from Masterwork. (Especially Plump Helmet Men with additional mods to make them randomly revolt, in a nod to this. (<http://www.bay12forums.com/smf/index.php?topic=136384.msg5982666#msg5982666>))

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Max™** on **February 26, 2015, 12:19:18 pm**

The angels were my "man, a bronze colossus is scary until you're swinging a steel or candy weapon with high dodging skills... what if they were made of steel... *hmmm* I bet..." moment that got me playing around with modding stuff. Elf sized, steel insted of bronze, stupid fast, and they can fly... plus their hand to hand attacks have a couple new options I just labeled "poke" and "chop" with high penetration and high severing ability, respectively.

I once stumbled onto a steel angel bandit camp which was being attacked by some of the soldier angels from a neighboring hamlet, it was absolutely terrifying, little metal women zooming around hacking each other up, metal body parts sailing every which way, like being a normal human in the middle of a DBZ battle, except I was a demi-god elf vampire adventurer with like 4.4 speed and still waaaaaaaay out of my league, I ran and am proud that I got away despite the easily followed trail of piss I no doubt left behind me.

The fights I've had with them (mostly accidents, a couple ambushes I didn't run from fast enough) tend to be me trying to maneuver in, then a barrage of injuries spam the screen and "the steel angel brewer pokes you in the head and the severed part sails off in an arc, you have been struck down" shortly afterwards.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **February 26, 2015, 12:32:07 pm**

Quote from: Max™ on February 26, 2015, 12:19:18 pm

The angels were my "man, a bronze colossus is scary until you're swinging a steel or candy weapon with high dodging skills... what if they were made of steel... *hmmm* I bet..." moment that got me playing around with modding stuff. Elf sized, steel insted of bronze, stupid fast, and they can fly... plus their hand to hand attacks have a couple new options I just labeled "poke" and "chop" with high penetration and high severing ability, respectively.

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The fights I've had with them (mostly accidents, a couple ambushes I didn't run from fast enough) tend to be me trying to maneuver in, then a barrage of injuries spam the screen and "the steel angel brewer pokes you in the head and the severed part sails off in an arc, you have been struck down" shortly afterwards.

Woo! Now the question is, can you make something that *isn't* incredibly fatal?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Max™** on **February 26, 2015, 01:08:16 pm**

Hmmm... *that* is tricky.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **February 26, 2015, 11:22:18 pm**

Quote from: Max™ on February 26, 2015, 01:08:16 pm

Hmmm... *that* is tricky.

Sure. :P

Re: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
 Posted by: **Dwarf4Explosives** on **February 27, 2015, 11:16:16 am**

I could make an animate blob of fat with random and disturbing limb combinations (anatomically accurate pterosaur wings, for example) on it, if someone could please explain to me how the whole tissues and materials stuff works in modding. As for why I suggest that I make a blob monster, it's because my non-ridiculous-looking monsters tend to be ridiculously hard to kill.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **February 27, 2015, 11:20:12 am**

We already have the demons that I extracted from Murdermachines' raws and made into a civilization - isn't that enough difficulty for one fort?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **February 27, 2015, 12:50:00 pm**

Depends. Just how dwarfy are we trying to get here?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **February 27, 2015, 01:48:45 pm**

Well, we already have voidspawn, plus demons, I don't think we'll make it past worldgen.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **February 27, 2015, 02:02:51 pm**

Quote from: TheFlame52 on February 27, 2015, 01:48:45 pm

Well, we already have voidspawn, plus demons, I don't think we'll make it past worldgen.

Pfft. I've seen some pretty crazy things happen in worldgen, I think we'll be fine.

Also here, have a void-angel.

Code: [Select]

```
[CREATURE:VOIDANGEL]
[DESCRIPTION: A benevolent winged being trapped in the void with an alien appearance]
[NAME:void angel:void angels:void angel]
[CREATURE_TILE:][COLOR:X:X:X]
[FANCIFUL]
[PREFSTRING:mysterious appearance]
[PREFSTRING:alien nature]
[PREFSTRING:benevolence]
[PREFSTRING:enduring hope]
[DOES_NOT_EXIST]
[ALL_ACTIVE]
[CASTE_NAME:MALE]
[MALE]
[CASTE_NAME:FEMALE]
[FEMALE]
```

It's one of the creatures I'm working on, among the few that are finished. (Due to not having to actually exist in more than legend.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **February 28, 2015, 01:51:29 pm**

: Phenomenal news everyone! My flash-drive was found! MURDERMACHINES LIVES! The next update will come tonight, when depends on whether or not we go out to eat pizza. Y'see. There's this special pizza that they only serve for Lent to take advantage of a Catholic liturgical loophole on the definition of meat. (If it breathes water, it doesn't count as meat, apparently.) I'm not Catholic myself, but since this pizza only comes worth a year and it's one of my absolute favourite varieties of pizza in general... Yeah. (Also, I all but told anybody with a good sense of cultural geography where I lived, noone make ill use of this knowledge please.)

Also, a modding question: Can a creature have its own entity and still be an [EXOTIC_PET]

And has anyone else tested out any self-made mods they'd like to contribute?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **February 28, 2015, 02:05:32 pm**

Let me link my demons again:

<http://dff.d.bay12games.com/file.php?id=10333>

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Max™** on **March 01, 2015, 01:16:27 am**

Quote from: TheFlame52 on February 28, 2015, 02:05:32 pm

Let me link my demons again:

<http://dff.d.bay12games.com/file.php?id=10333>

The Peasant kicks you in the left third leg with its left foot and the injured peasant falls into a black, unrecognizable mass!
 A Dwarf has been opened by the attack!
 The Peasant is caught in a burst of Bax Evilphlegms the Tactical
 Dwarf Trapper: A demon boiling and demigod boiling extract!
 Peasant: A battle! What is it this time...
 Dwarf Thresher: Gruesome wounds! This doesn't scare me.
 Peasant: I'm getting up.
 You are caught in a cloud of Bax Evilphlegms the Tactical
 Dwarf Trapper: A demon boiling and demigod boiling extract!
 Dwarf Trapper: Can it all end so quickly? This doesn't scare me.
 Dwarf Geider: Have a part in this. This might require an answer.
 You are caught in a burst of Bax Evilphlegms the Tactical
 injured part collapses!
 You have been struck down.

I made a steel angel outsider, left her ungear, and went and started punching demons in a demonic pit mini-tower, killed 7 I think before they finally managed to kill her.

Made a male angel (avatar of armok, avatars for short) outsider, dfhacked him some steel armor, elf leather cloak, and steel battle axe+shield, they come with natural skill 15 in the relevant skills. He killed quite a few of the squishier demons but a pair actually held their own for a while, a skink brute and blind brute, though a tarantula brute had gotten a lucky kick and removed an arm. It took a while to get through the thick clothing on the skink and blind brutes with "just" a masterwork steel axe.

Then I dropped his gear, dfhacked it into candy, put his arm back on with gm-editor, and dfhacked a plat war hammer to offhand, and headed for the main fortress tower where I find that while trolls hate goblins, they seem to get along with demons just fine... and apparently demons get along with humans fine as well:

There was actually a human master at the top of the tower too! Was... because, well, habits are hard to break.

After getting about 36 demon kills I went down and found some kids, figured I'd see how they did against demons...



Oh yeah, forgot about that.

Ranking: skink > blind=sloth > flame=tarantula=somethingfly > vomit/salt/brine

The flame demon outsider I made got quite a few dorfs killed, but kills didn't count since it was due to fire not combat.

Note that the flight gaits aren't listed right, I'll check on them later and see if I can fix them as I've got a race with different castes and two different gaits for the flight and running (angels and avatars) that works perfectly, but the flame demon was stuck at 1.0 movement.

I'm not sure if there should be an interaction between the boiling extract or if I was just supposed to be constantly spouting it, it was hilarious running around like that.

The skink/blind brutes wear the super super super freaky thick demon clothing which is ridiculously effective armor, I set the skink on fire several times with dragonfire and only managed to injure it slightly from the fire and burn the socks off I think? They're also very fast and agile so they'll be nasty as HELL in dorf mode, well done!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **March 01, 2015, 08:55:34 am**

I noticed today while playing as a demon law-giver and a shrine angel that I could move just as quickly on the ground as standing. So it's a vanilla bug.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 01, 2015, 04:10:14 pm**

The stuff that's in the Trade Depot is fair game to give to the elves, yeah?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **March 01, 2015, 04:14:14 pm**

Probably. As long as it isn't wood - the voidspawn and goblins are bad enough, thanks.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 01, 2015, 04:19:50 pm**

Quote from: TheFlame52 on March 01, 2015, 04:14:14 pm

Probably. As long as it isn't wood - the voidspawn and goblins are bad enough, thanks.

Right. Okay. So I just gotta take the stuff out of the bins and ban the bins. Then here we go! :D
Stay tuned for the Autumn update! :D

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **March 01, 2015, 06:27:34 pm**

Huzzah!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 01, 2015, 07:10:30 pm**

Midway through summer now and I have a question: Why isn't the BATTERY producing power/How do I activate the BATTERY? I need to get the milling started.

Also, does liquid escape through corners?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 01, 2015, 09:11:13 pm**

((Sorry about the lack of pictures!))
1st Hematite: Today we began trading with the elves, firstly buying up all of their booze and then taking a wooden statue of an elf. I'm looking also for some midnight blue dye so that work can begin on making the uniforms for the Peacekeeper squad instead of having to wait for the completion of the mill, which should be done by sometime this or next month. While I have them here, I might as well buy up all their produce as well, especially the wild strawberries... I like those. If I get the chance, I'd also like to dedicate an herbalist on processing valley herbs into golden salve to be sold to the next caravan in place of parting with our precious gems. And by precious gems, I mean the lowest quality gems that I could foist upon the elves without offending their sensibilities. I'm also buying crutches just so that we have some spare and never need to produce our own.

I trade:

1 +large clean garnet+
1 =large morganite=
1 *large green zircon*
2 =large rock crystal=

For about 30-40 barrels of booze, all of their fresh fruit, some seeds and some other assorted goods.

~Trade~

Finally I have succesfully traded with elves. Today is a good day.

~Elves~

5th Hematite: An ambush! A hammerspawn in the tunnel leading to the axle I'm building from the BATTERY to the millplain. I'm sending the voidwraiths after them, but I'm afraid it looks like Dortimus is royally screwed.

((Afraid my screen capture isn't working. You'll just have to take my word for it.))

Whoa. The voidspawn stopped to kidnap a hamster. It's... Why?

6th Hematite: The hamster-stealing hammerlord spawn is dead. No deaths, but several injuries. As predicted, Dortimus got pretty fucked up and will probably be in the hospital for a while. A fish cleaner, Atis Shagogstakud has been paralyzed from the waist-down and can no longer walk, in addition to being hungry, thirst, and drowsy. As per Dortimus, she may never work again, as she can't stand and cannot well grasp things. Perhaps it's time to let her body be released and assign her a new one. For now, I'm going to see her put in the hospital in the case that she may recover, which we need. We need every dwarf that can work to work. Good thing I bought crutches.

7th Hematite: McIgnobel, the Ghostly Physicist has risen and is haunting the fortress. *"A restless haunt, generally troubling past acquaintances and relatives. This spirit has not been properly memorialized or buried."*

16th Hematite: *The elven merchants have departed, pleased with their trading here.*

17th Hematite: *The summer rains have come. How pleasant! :3*

19th Hematite: *A stray cat has given birth to kittens. I think it's time to initiate a cat-purge... Just to keep the fort from entropying.*

21st Hematite: *Well the kitticide has begun.*

11th Malachite: *Some migrants have arrived, breaking the monotony of the summer. Constructions go well so far, with no more surprises. It's slow and idle, but I guess that's better than something horrible happening.*

Chaos Amon died from infection today. *That's too bad. :|*

12th Malachite: *Wow. We have an artifact millstone. Wow. Let's just install it and we'll use that to get the mill going.*

17th Malachite: *Nice! The living McIgnobel has just given birth to a baby girl! Which means McIgnobel is toting around two baby girls in the (not-so)Deadly Caverns. Hooray for MurderMachines! The child was named "Tholtig Savedpadle" and is the daughter of Peregarr, who died earlier.*

18th Malachite: *Someone's pet cat just had kittens. Time to slaughter some more kittens.*

1st Galena: *The mandate for constructing rock Slabs is complete.*

16th Galena: *Vendix is mandating things again.*

17th Galena: *Atis Shagogstakud, Fish Cleaner has been found dead of dehydration. I kinda saw that one coming. The dwarves brought him to the hospital, but they just kinda dumped him there and didn't put him in a bed. Therefore, he never got water.*

A skulking kobold thief! ... It got away.

18th Galena: *A human caravan arrived, then turned around and left. Apparently our Depot has somehow become unaccessible? (I broke the glitch that allowed our Depot to be accessed. Don't know how.)*

I've got a blueprint designated but not actually connected, I'm not satisfied with the design yet and I kinda wanna fill it with traps.

20th Galena: *Mosus Besmaresis, a Blue Peacock has been found dead.*

23rd Galena: *Anotheer kobold, I didn't even bother this time. Also, it appears that the human merchants are coming in despite the Depot being inaccessible.*

24th Galena: *The human merchants have arrived and are unloading their goods. Also, a section of the cave I had been digging for access into MurderMachines collapsed. Apparently it's not necessary anyway, so I'll just call it off and hope there's no injuries. Thorkid was knocked to the ground and his throat bruised, but otherwise he's fine.*

26th Galena: *Cerol Odurkel, Cat has succumbed to infection.*

Autumn has come. This month I'll do my trading with the humans.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **March 02, 2015, 11:04:48 am**

Quote from: CaptainMcClellan on March 01, 2015, 07:10:30 pm

Midway through summer now and I have a question: Why isn't the BATTERY producing power/How do I activate the BATTERY? I need to get the milling started.

Also, does liquid escape through corners?

Water can escape through diagonals, yes.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 02, 2015, 12:10:00 pm**

Quote from: Dwarf4Explosives on March 02, 2015, 11:04:48 am

Quote from: CaptainMcClellan on March 01, 2015, 07:10:30 pm

Midway through summer now and I have a question: Why isn't the BATTERY producing power/How do I activate the BATTERY? I need to get the milling started.

Also, does liquid escape through corners?

Water can escape through diagonals, yes.

:| This is very bad. It means I'm going to have to reengineer some of the ducts on my megaproject to correct for sloppiness. At this rate though, the fort is more likely to be powered by wind than water though, just so you guys know. (The BATTERY, with all its connected appliances requires a whopping 1950 power, one set of the pumps, manually operated (because someone fudged up the connections in the mechanisms that are supposed to power them anyway, which I have partially corrected) only produces roundabout 500 power.) As it is, the single functioning windmill produces only 40 power, so guess what fort is about to have a high z-level windfarm? (Made nice and convenient due to the horizontal nature of windmills and the fact that being on the top z-level will provide virtually no obstruction to normal functions of the fortress.) As a hint to what the mega-project is, it requires an obscene amount of flowing water (and thus pumps and power) but will also provide a lot of power and prevent a lot of tantrums. Not to mention looking really damn awesome. :) (I encourage you all to use DFHack's clean and autodump destroy commands to keep the framerate at an operable level.) I'd like to go ahead and sign up for another turn, because I'll be lucky to get the Windfarm and BATTERY functioning in this term, much less the entire megaproject. In the meantime, suggestions for powering our artifact millstone to grind dimple

cups into midnight blue dye to use to dye tunics and make uniforms for our Peacekeeper squad are welcome. (It might seem obsessive, but I *will* make it happen before I allow this fort to die. I will save-scum and necro this thread a hundred times if need-be, but I will have a uniformed police squad and a giant, unnecessary contraption up and running forever on its own power without any need for Dwarven intervention.)

Other projects I have slated are: Starting a vampire farm/prison, starting a self-sufficient colony in the unused corners that will not be affected by whatever befalls the rest of the fort, and creating a safety room to eventually stash my backup incarnation in permanently as an immortal... I will just have to find a way to become immortal without resorting to vampirism. Also, since I'm making a windmill farm anyway and it'll probably be supported by skyhooks, I plan to make a skyfort. And, for the hell of it, I'd like to have a giant unnecessary sigil imprinted on MurderMachines via pointless construction, and am taking votes for what that should be now.

Anyone who wants to volunteer for any of these projects or add in their own list of Stupid Dwarf Tricks they'd like to do, please speak up now. (I don't know how we managed to turn a fort full of effective death gods into an Elysium for doing Stupid Dwarf Tricks, but really... Congratulations to all of you who brought a fort all the way from Saint's obsession with Dwarven rum to my own obsessions with pointless construction. Each and everyone of you is some kind of genius and you need to make yourselves "MurderMachines" commemorative badges and proudly state to people who have no idea what you're talking about: "That's right, *I* was there. We made it happen. **WE ARE DWARF FORTRESS MASTERS AND WE ARE PROUD!** (Anyone who actually does this and posts a video recording of this will receive some kind of special reward from me.))

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **March 02, 2015, 04:17:39 pm**

I vote a guitar with the Deathgate I symbol as the bottom part (it's really embarrassing that I can't remember the name) as the Murdermachines Sigil.

Also, if you want your backup incarnation to be immortal, weresyndromes make you immune to aging.

I'm half-debating signing up for this, too, to make a giant waterslide transport system/defense, but it's going to be a while before I have a chance to participate.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 02, 2015, 08:41:04 pm**

Quote from: Dwarf4Explosives on March 02, 2015, 04:17:39 pm

I vote a guitar with the Deathgate I symbol as the bottom part (it's really embarrassing that I can't remember the name) as the Murdermachines Sigil.

Also, if you want your backup incarnation to be immortal, weresyndromes make you immune to aging.

I'm half-debating signing up for this, too, to make a giant waterslide transport system/defense, but it's going to be a while before I have a chance to participate.

Hmm. Sounds pretty nice, my idea was an ampersand, but the guitar is probably better.

Okay, and how do I do that?

:P Sounds Dwarfy!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **March 03, 2015, 12:18:17 am**

I support Ampersands. 8)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **March 03, 2015, 10:43:31 am**

Alternatively, an egg...roast.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **March 03, 2015, 02:17:39 pm**

With a gecko's severed head on it?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 03, 2015, 02:26:55 pm**

Quote from: Amperzand on March 03, 2015, 02:17:39 pm

With a gecko's severed head on it?

Yeah... See, I don't know that I can effectively render that in ASCII. I'm sure it *can* be done, but you'll have to hire some pretty talented ASCII artist to do it.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **March 03, 2015, 09:19:09 pm**

True, true. Well, I leave ASCII to those with knowledge of it.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 05, 2015, 07:26:30 pm**

If I can, I mean to complete the term tonight. Wish me well in this endeavour.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **March 05, 2015, 11:55:21 pm**

Good luck, similar stuff, don't suck!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 06, 2015, 03:25:16 pm**

AGGGHHHHHHHHHHH !!!!!

Apparently I've lost my progress for the entire Summer and Autumn seasons! D:<

-___- This really doesn't even come as a surprise. Oh well, summer passed uneventfully enough the first time, it'll probably do the same the second time. Still... All the progress.

You guys aren't holding me to a time limit, are you?.

EDIT: On the upside, this time I'll be able to get screen-captures, a better artifact from the moody dwarf, and still complete the LEGENDARY millstone in the same time frame as before. And with this foresight, I don't even have to retest the BATTERY, I can just get straight to work on the wind-farm. (And I won't connect the millstone to the BATTERY just yet either, that way I can actually get the dimple-cup grinding underway.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **March 07, 2015, 02:38:31 pm**

There is... Definitely not a time limit. Even if a DG3 shows up, we're hardly gonna stop you messing around here.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 08, 2015, 12:05:48 am**

Quote from: Amperzand on March 07, 2015, 02:38:31 pm

There is... Definitely not a time limit. Even if a DG3 shows up, we're hardly gonna stop you messing around here.

Yeah, I know. There was another guy who had next dibs though. XD Good to know though. :)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **March 08, 2015, 08:44:05 am**

I want the save after my turn at Slaughterhelm is over.

So are we going to start it or not? I have all my mods ready, does anyone else have something they want to include?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **March 08, 2015, 03:55:18 pm**

The fact that Slaughterheim is spelled with an "I", not and "L"? ...Totally not OCD.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **March 08, 2015, 06:52:28 pm**

There is no word 'heim' and I'm not going to the trouble of modding it in. Slaughterhelm it is.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **March 08, 2015, 08:31:04 pm**

Oh, a'right. That's fine then, I though you were just misreading stuff.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 09, 2015, 09:07:24 am**

Quote from: TheFlame52 on March 08, 2015, 08:44:05 am

I want the save after my turn at Slaughterhelm is over.

So are we going to start it or not? I have all my mods ready, does anyone else have something they want to include?

I think voting has a few more days, but besides that I haven't had a chance to finish my mods or generally do anything. I was out of town visiting family for my birthday and now that I'm back, I'm catching up on the homework I didn't do for that and other reasons. In addition, I was hoping to get the MurderMachines done first, but towards the interests of getting Slaughterhelm up and going, I'm going to focus on the mods first. (Especially considering that MurderMachines might want to eat my time.)

Quote from: TheFlame52 on March 08, 2015, 06:52:28 pm
There is no word 'heim' and I'm not going to the trouble of modding it in Slaughterhelm it is.
If you guys *really* want, I could add in "heim". It's not like we're talking creature modding here, which takes some time. It's just "find the language file, pop in 2-3 lines for the new word, save, done." Speaking of creature modding, how does one code in attacks? (I think I've got the basics down for all the creatures I intend to add, just have to puzzle out the entities and make some bodyplan mods, as well as get the materials specked.)
EDIT: If Toady's next update can reasonably be expected "soonish" (<=2 months) would anyone want to wait for that? The dancing stuff looks like it could be interesting, plus that gives us more time to set up. If not, I'll try to be ready to roll by week's end. If I'm not, I guess we go ahead and spawn a world.
So what custom world gen values should we use?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AoshimaMichio** on **March 09, 2015, 09:52:38 am**
I don't think there's much reason to wait for next version. It comes with series of bug fixes, which might break the game even more. Set up the world on your own pace, it's not like we are on timelimit here. Quality over quantity and all that jazz...
Dunno about world gen values, but fortress should be set up on desert sea shore to ensure salty water, aquifer and no trees.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Max™** on **March 09, 2015, 10:39:36 pm**
Fun world values: add a 0 to megabeast/titan/vampire/werebeast/demon counts, don't put too many layers between uh, 3 and 4 I think, while it does give big freaky tall candy spires when you do, it takes forever to get down to hell and such like that, and as big a fan of vertical forts as I am, going down through a 150+ z level world-gen ramp spiral as an adventurer is a nightmare.
Put elevation variation up and you get an interesting mix of landforms which let you have fun neighbors adjacent to each other, don't set cavern openness too low and passage density too high, it's just annoying and cluttered looking, unless you like densely packed cavern tunnels I suppose?
Some people like big huge worlds, but in fort mode it means enemies will have to travel forever to reach you, even on a 65x65 world it took four years for my first real siege, though part of that could be due to the goblin civs in the central area of the map being at war with each other, so only the far northeast civ attacked me normally.
A 65x65 is big enough for a surprising amount of variety, history, and civs can spread out enough to get established and then start really grinding each other into paste happily, plus it's a good size for adventuring on, you can travel across the map in a reasonable amount of time if you really try, or you can spend literal years in-game exploring everything. Turn all the rejection values at the end of the advanced settings off or you might miss some interesting results. Play with the good/evil square values some if you're after a certain mix, but even with the default values in a 65x65 you will end up with occasional maps that are packed with evil or with an island of good biomes and wilderness/evil all around them.
Don't set good too low or you won't get dorfs readily, don't set max elevation too low for the same reason, I like elevation variation 3200x3200 because it gives chunks of mountains instead of big bands or half the map being blocked off and dead. Toss in a few mountain peaks for the fun of discovering them, a similar number for volcano minimum for the fun therein, go for a north or south pole rather than both so you can have a desert at one end and ice at the other, and if you want it on a desert sea try to set it to one or two partial edge oceans to give a better chance of finding the sort of site you're after.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 10, 2015, 12:31:09 am**
Good advice Max, except that I think we should also turn up the variances for mineral deposits and flux stone. Also, I like a bipolar world and deserts just annoy me. Clearly though, you've done much more with world-value mods than I have.



Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **March 10, 2015, 10:16:13 am**
What the actual hell.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 10, 2015, 10:41:46 am**
What's up?
Also, to Max. What unit of force are the stress calculations in? I'm reading the Wiki, but I can't seem to find it. (Uranium is about halfway done, I just need these values and to convert the molar mass.)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Max™** on **March 10, 2015, 05:03:37 pm**
Oh god I think it's kilopascals isn't it? I don't tweak the materials too much, just slapped together parts to make a denser candy/steel mix.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 10, 2015, 10:43:48 pm**
Quote from: Max™ on March 10, 2015, 05:03:37 pm
Oh god I think it's kilopascals isn't it? I don't tweak the materials too much, just slapped together parts to make a denser candy/steel mix.
kiloPascals? I can do that, the measures on the Wikipedia are in MegaPascals and GigaPascals. (Though, to be honest, I'm not sure if I should use GigaPascals, seems like it'd be too big. After all, a MegaPascal would already be kiloPascal², so a GigaPascal would be like kPa⁴, which seems as though it'd be a larger number than used in the game and RAWs.) Know any modding people to ask and do you know if you just input molar mass as is or do things to it first?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 10, 2015, 11:45:24 pm**
It just occurred to me that we have a golden opportunity for all new levels of insidious traps, such as gassing our foes with radioactive gas, or submerging our enemies in a flow of radioactive water... I must make haste and read the wiki faster in order to realize this nefariousness!
EDIT: Some preference quesitons:

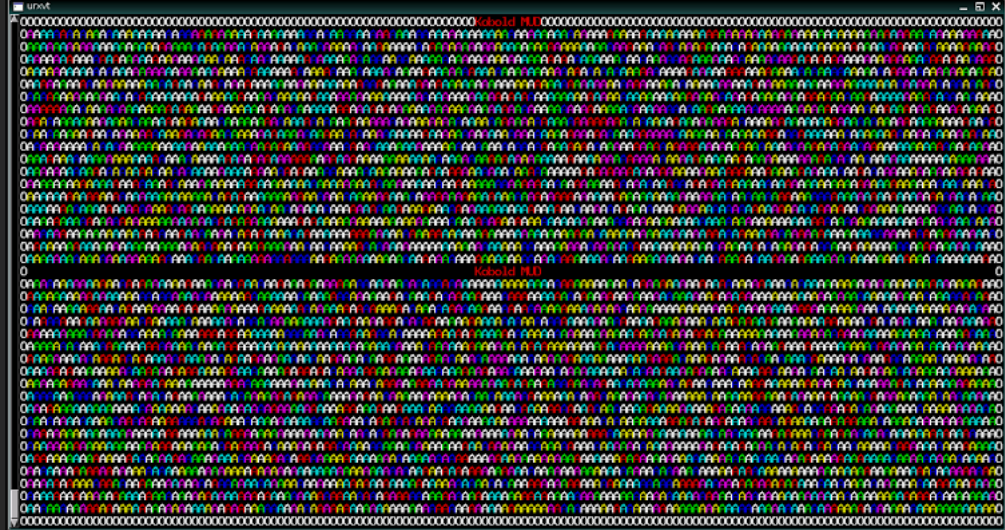
- Deadly radioactive Plutonium: Dust or steam?
 - DRP: Self-detonating? (as IRL Plutonium is apt to do in some scenarios, especially when made uncleanly...)
 - Hafnium, Silver alloy, Xenotime (Ytterbium ore, as refining is unnecessary and possibly even detrimental) or Cobalt control rods? (Or all three?) If so, what alloys of silver? (Hafnium can be used by itself or in conjunction with tin and other materials to create very effective control rods, not that this will probably matter for sake of my mod, also Hafnium, do to its natural scarcity will probably be achieved alchemaically through ~~HIMAGICH~~ !!ARCANE SCIENCE!!*)
 - Thorium, Tungsten, Uranium, or [other] excitation rods? (Or no excitations rods as all as they are a most dangerous product of !!SCIENCE!! IRL, excitations and fission would more likely be provoked with a concentrated alpha emitter, ie these things or other moderately to highly radioactive elements in high concentration, surrounded by a block of lead that has one miniscule aperture facing the fuel which would be either U₂₃₅ or P₂₃₉, but such a fine level of distinction is totally unnecessary as, in game mechanics, it's functionally identical- everything being handled by a complex RAW reaction object.)
 - Any language file modifications we want to add?
 - How prevalent do we want the domovye to be?
 - How "advanced" do we want the domovye to be? Entity level, exotic_pet with adopts_owner, or benign wild animal?
 - An interaction in which a dwarf may become a domovoi. (Because the beard (<http://dwarffortresswiki.org/index.php/DF2014:Beard>) is strong (<http://en.wikipedia.org/wiki/Domovoi#mediaviewer/File:Domovoi.jpg>) with (http://api.ning.com/files/k*CmTGOYQbZr7W2GVGz*JIEiAyYQcqJZzs70S6Og*wPhFxA5TmwHV*mZ8sRT61CeAwa7KEzfWk63-RlXAsQ6GIHQ2HHAWk4/mysticsdomovoi1000x800.png) them (http://digital-art-gallery.com/oid/2/r169_457x256_1330_Fantasy_load_2d_fantasy_dwarf_warrior_picture_image_digital_art.jpg) both. (<http://dwarffortresswiki.org/index.php/File:Dwarf.jpg>))
 - Ents - yay/nay?
 - If Ents, then Ent civilization? (Or are elves enough?)
 - Should I still include Reapers (when finished) or scrap the idea and work on giving dwarves radiation poisoning? (Also, "dwarfs", what? Apparently that's the correct plural but it feels so weird to type that because it changes the pronunciation.)
 - Anything else?
- Also, is anybody else modding?
- *I don't want to have alchemy as fleshed out as in Masterwork or implemented in any "cheaty" way, I just want the alchemy skill to go to use.³

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 11, 2015, 12:35:35 am**
Also... ~~TARN~~ TOADY ONE HAS A DOCTORATE!? WHY AM I JUST LEARNING THESE THINGS!?
... Dr. Adams. Nope, probably never going to call him that ever, especially if I want to continue getting his help on my project...
Also, yeah, I'm sorry for turning this into my blog, I'll go away now and get back to work on the things I'm supposed to be doing.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **March 11, 2015, 03:26:42 am**

Quote from: CaptainMcClellan on March 10, 2015, 12:31:09 am

Spoiler: Something entirely different. (click to show/hide)



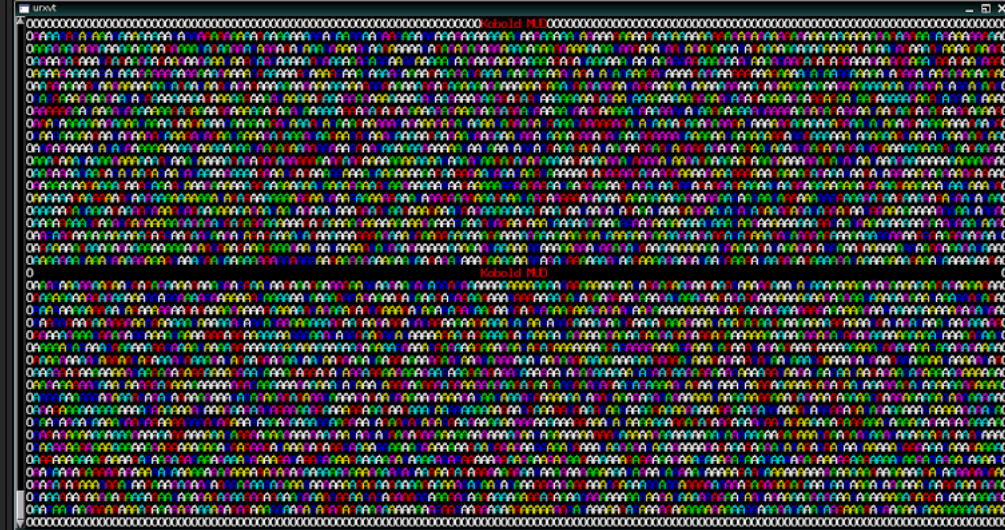
This. What is this.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 11, 2015, 03:46:52 am**

Quote from: Dwarf4Explosives on March 11, 2015, 03:26:42 am

Quote from: CaptainMcClellan on March 10, 2015, 12:31:09 am

Spoiler: Something entirely different. (click to show/hide)



This. What is this.

First test of my new project.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AoshimaMichio** on **March 11, 2015, 03:55:59 am**

Domovye? What? Why?

Ents could be fun. No civ for them. Could be nice if we can enslave them somehow. Make capturing and exploiting then worthwhile.

What horrors we already have against us? Do we need to make the mountain of murder that's about to fall on our heads any bigger?

E: Actually might be good idea to pool all plans and information into successor thread.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 11, 2015, 04:01:53 am**

Quote from: AoshimaMichio on March 11, 2015, 03:55:59 am

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What horrors we already have against us? Do we need to make the mountain of murder that's about to fall on our heads any bigger?

E: Actually might be good idea to pool all plans and information into successor thread.

Because.

Yeah.

Yes.

I don't know where the successor thread is or if it even exists yet.

What I know is I'm having a serious crisis of purpose right now...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **March 11, 2015, 04:05:32 am**

...You intend to add nuclear power to Dwarf Fortress.

...

HOW ABOUT ALL OF MY YES. If my nerdiness on the subject can provide any useful information let me know!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 11, 2015, 04:15:58 am**

Unless you can answer questions of purpose in a post-human value world, then no. I recently was struck with the melancholy. Time will tell if I recover, but I'm only saying that to leave it open to the possibility that I will. I hold no hope in it, except hope that I am disproven in my new worldview.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AoshimaMichio** on **March 11, 2015, 04:27:26 am**

Quote from: CaptainMcClellan on March 11, 2015, 04:01:53 am

Quote from: AoshimaMichio on March 11, 2015, 03:55:59 am

Domovye? What? Why?

Ents could be fun. No civ for them. Could be nice if we can enslave them somehow. Make capturing and exploiting then worthwhile.

What horrors we already have against us? Do we need to make the mountain of murder that's about to fall on our heads any bigger?

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Because.

Yeah.

Yes.

I don't know where the successor thread is or if it even exists yet.

What I know is I'm having a serious crisis of purpose right now...

This one (<http://www.bay12forums.com/smf/index.php?topic=148661.0>) you made for voting.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 11, 2015, 04:32:42 am**

Yeah. That's just the poll. The actual thread will be started up by the winner of the election who will be crowned at 3:15pm on Friday.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 11, 2015, 06:07:41 am**

Quote from: Amperzand on March 11, 2015, 04:05:32 am

...You intend to add nuclear power to Dwarf Fortress.

...

HOW ABOUT ALL OF MY YES. If my nerdiness on the subject can provide any useful information let me know!

I feel better now. Also, yes. Yes, yes indeed. :) One thing, if you can find it out, is how to make a power-producing building in RAW modding.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AoshimaMichio** on **March 11, 2015, 06:53:00 am**

Quote from: CaptainMcClellan on March 11, 2015, 04:32:42 am
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It can be easily repurposed for preparation/world building purposes.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 11, 2015, 11:57:03 am**

Quote from: AoshimaMichio on March 11, 2015, 06:53:00 am
Quote from: CaptainMcClellan on March 11, 2015, 04:32:42 am
Yeah. That's just the poll. The actual thread will be started up by the winner of the election who will be crowned at 3:15pm on Friday.

It can be easily repurposed for preparation/world building purposes.

Yeah. I suppose it can and it makes sense to. I'll do that then.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Max™** on **March 11, 2015, 02:43:16 pm**

Hmmm, I don't know how to get a building producing power, but I do know Putnam has a material generator in the modding forum and is a far more powerful wizard than I could ever hope to become short of a heroic death and ghostly resurrection following a cryptic final statement.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **wlerin** on **March 11, 2015, 02:49:03 pm**

Quote from: CaptainMcClellan on March 10, 2015, 11:45:24 pm
Also, "dwarfs", what? Apparently that's the correct plural but it feels so weird to type that because it changes the pronunciation.

It's not the correct plural. Both are technically correct (http://en.wiktionary.org/wiki/dwarf#Usage_notes) in everyday English, but within the context of DF, Toady's usage supercedes that of the dictionary or your spell-checker:

Code: [Select]

```
[CREATURE:DWARF]
[DESCRIPTION:A short, sturdy creature fond of drink and industry.]
[NAME:dwarf:dwarves:dwarven]
[CASTE_NAME:dwarf:dwarves:dwarven]
```

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 11, 2015, 04:22:57 pm**

Quote from: Max™ on March 11, 2015, 02:43:16 pm
Hmmm, I don't know how to get a building producing power, but I do know Putnam has a material generator in the modding forum and is a far more powerful wizard than I could ever hope to become short of a heroic death and ghostly resurrection following a cryptic final statement.

Eyeah. I have some apprehensions about approaching Putnam, but I don't guess he holds anything against me, so I might just go see about that. Also, modding discussions have been moved to the Successor thread. (The one with the poll for first overseer.)

Quote from: wlerin on March 11, 2015, 02:49:03 pm
Quote from: CaptainMcClellan on March 10, 2015, 11:45:24 pm
Also, "dwarfs", what? Apparently that's the correct plural but it feels so weird to type that because it changes the pronunciation.

It's not the correct plural. Both are technically correct (http://en.wiktionary.org/wiki/dwarf#Usage_notes) in everyday English, but within the context of DF, Toady's usage supercedes that of the dictionary or your spell-checker:

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```
[CREATURE:DWARF]
[DESCRIPTION:A short, sturdy creature fond of drink and industry.]
[NAME:dwarf:dwarves:dwarven]
[CASTE_NAME:dwarf:dwarves:dwarven]
```

Right. I didn't mean in Dwarf fortress, I just meant in the actual language.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Max™** on **March 11, 2015, 04:25:33 pm**

I don't think he bites unless you ask nicely and wear a pretty dress, but the mat properties generator has a thread and such which you should check out for sure just to make sure you get everything turned into df-speak properly.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 11, 2015, 04:56:50 pm**

Quote from: Max™ on March 11, 2015, 04:25:33 pm
I don't think he bites unless you ask nicely and wear a pretty dress, but the mat properties generator has a thread and such which you should check out for sure just to make sure you get everything turned into df-speak properly.

Yeah, care to link me?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Max™** on **March 11, 2015, 05:34:25 pm**

Oh yeah, I forget not everyone hops through the utilities forums regularly collecting toys: <http://www.bay12forums.com/smf/index.php?topic=140645.0>

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **March 11, 2015, 06:15:11 pm**

Well, I don't actually know very much about RAW modding, but I do know actual nuclear fission reactors are effectively horribly dangerous steam engines. So, rather than a building that makes power, you could have a building that becomes very, very hot and begins consuming fuel from storage when activated via a lever, thereby heating liquid in the area to become pressurized steam, which in turn can run though turbines, which actually make power. That being effectively how reactors work, though some more complex fuel mechanics would need to happen, as well as both radiation and meltdown stuff.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **March 11, 2015, 06:21:05 pm**

We've got the voidspawn and we've got the demons, do we really need any other (hostile) races?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **March 11, 2015, 06:37:14 pm**

No !!Fun!! in not having as many modded doom races as possible, especially if they're all hostile to one another.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 11, 2015, 07:53:24 pm**

Quote from: Max™ on March 11, 2015, 05:34:25 pm
Oh yeah, I forget not everyone hops through the utilities forums regularly collecting toys: <http://www.bay12forums.com/smf/index.php?topic=140645.0>

Thanks mate.

Quote from: TheFlame52 on March 11, 2015, 06:21:05 pm
We've got the voidspawn and we've got the demons, do we really need any other (hostile) races?

Quote from: Amperzand on March 11, 2015, 06:37:14 pm
No !!Fun!! in not having as many modded doom races as possible, especially if they're all hostile to one another.

Yes.

Quote from: Amperzand on March 11, 2015, 06:15:11 pm
Well, I don't actually know very much about RAW modding, but I do know actual nuclear fission reactors are effectively horribly dangerous steam engines. So, rather than a building that makes power, you could have a building that becomes very, very hot and begins consuming fuel from storage when activated via a lever, thereby heating liquid in the area to become pressurized steam, which in turn can run though turbines, which actually make power. That being effectively how reactors work, though some more complex fuel mechanics would need to happen, as well as both radiation and meltdown stuff.

Yes. <http://www.bay12forums.com/smf/index.php?topic=149288.0>
As per what you recommended, it seems even more complicated... but I'm not unwilling to try if I'm heavily aided.
Anyway, I still hope that Toady *does* add in support for the tags mentioned, otherwise there's currently no easy/straight-forward way to implement it.

EDIT: Please, let's move this here: <http://www.bay12forums.com/smf/index.php?topic=148661.msg6050222#msg6050222>

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **March 11, 2015, 08:00:05 pm**

To hell with power, I just want uranium warhammers and dying furnace operators.

What should uranium smelting do to them? Bleeding? Rot? Swelling? Blisters? All four?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 11, 2015, 08:59:41 pm**

Quote from: TheFlame52 on March 11, 2015, 08:00:05 pm
To hell with power, I just want uranium warhammers and dying furnace operators.

What should uranium smelting do to them? Bleeding? Rot? Swelling? Blisters? All four?

Well the uranium itself isn't deadly, it's the chance for the Deadly radioactive plutonium that has a chance to be produced as a byproduct and will cause fever, blisters, and swelling. It should inherently cause fever or rot. The uranium will be pretty useful for blunt weapons though. (It's denser than lead.) As per the plutonium, instead of just using straight plutonium values I'm going to make it instantly sublimate and ignite at room temperature. The syndrome will be triggered by inhalation, like actual plutonium. Though, should I have it have a fixed temp that'll inflict burns and damage or no?

I'd really like to do the power, but at very least I can have a nuclear forge capable of smelting even magma-safe metals. (Smelting bauxite, for instance.)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **March 11, 2015, 09:15:54 pm**

Well, if you don't know the list of symptoms, severe radiation poisoning causes rapid hair loss, skin blisters, sunburn up to eleven, neurological decay, bone brittleness, nausea, internal bleeding, eventual necrosis and probably some other stuff I didn't remember.

Also, mining and refining uranium ores is a radiation hazard to workers, just less so, plutonium and a variety of other, vastly more hazardous, and in a few cases quite useful elements are only created in nuclear reactors. And unless raising temperature is hard, my idea should be fairly simple, since it's basically just standard water generators, but with steam instead.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 11, 2015, 09:30:15 pm**

Quote from: Amperzand on March 11, 2015, 09:15:54 pm
Well, if you don't know the list of symptoms, severe radiation poisoning causes rapid hair loss, skin blisters, sunburn up to eleven, neurological decay, bone brittleness, nausea, internal bleeding, eventual necrosis and probably some other stuff I didn't remember.

Also, mining and refining uranium ores is a radiation hazard to workers, just less so, plutonium and a variety of other, vastly more hazardous, and in a few cases quite useful elements are only created in nuclear reactors. And unless raising temperature is hard, my idea should be fairly simple, since it's basically just standard water generators, but with steam instead.
Thanks mate! That's a very helpful list of symptoms.

Yeah, I have stuff in mind for that. Namely, using Nether-cap clothes and ingesting Prussian blue to prevent and help alleviate some of the symptoms.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **March 11, 2015, 10:20:26 pm**

I'm not sure about Nether-Cap, but sure. Also, allowing the dwarves to craft lead platemail would make obvious sense, as would filter masks of some kind. {One of the major issues, once the worst of the radioactive isotopes have decayed, or with radiation suits that are *just* lead plating is ingestion of fallout particles, which being rather dense and usually composed of elements we can't digest, get stuck in your system and slowly irradiate you further.}

Should we get a different thread for this? Not that I mind, but it is a little off-topic, plus it has the potential to be awesome enough to stick around outside of Deathgate.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 11, 2015, 10:49:35 pm**

Quote from: Amperzand on March 11, 2015, 10:20:26 pm
I'm not sure about Nether-Cap, but sure. Also, allowing the dwarves to craft lead platemail would make obvious sense, as would filter masks of some kind. {One of the major issues, once the worst of the radioactive isotopes have decayed, or with radiation suits that are *just* lead plating is ingestion of fallout particles, which being rather dense and usually composed of elements we can't digest, get stuck in your system and slowly irradiate you further.}

Should we get a different thread for this? Not that I mind, but it is a little off-topic, plus it has the potential to be awesome enough to stick around outside of Deathgate.
With it's properties, it should help shield heat-damage. I didn't even think about lead platemail though, that's pretty brilliant.

Well we've tried migrating it to the Successor thread several times and always ended up back here. As per giving it its own thread in the *modding* section, I wouldn't bother. I've heard that people have already done similar, I just wanted to do it for myself.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **March 11, 2015, 10:58:37 pm**

Ah, yes. Possibly you could use it for reactor-room walls, to help stop the layer of lead bricks from melting. {If a living thing has to worry about direct heat damage from a nuclear reactor, they probably won't care for very long.}

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 12, 2015, 12:03:28 am**

Quote from: Amperzand on March 11, 2015, 10:58:37 pm
Ah, yes. Possibly you could use it for reactor-room walls, to help stop the layer of lead bricks from melting. {If a living thing has to worry about direct heat damage from a nuclear reactor, they probably won't care for very long.}
Aye, but I'm also adding in clothes/wood armor that can be made from woven nether cap and the reactions to shave nether-cap into strands and to weave it.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **March 12, 2015, 12:11:30 am**

A'right. Possibly useful to wear under that lead plate, for padding and to help keep them comfortable in the hot environment deep underground.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 12, 2015, 12:19:29 am**

Quote from: Amperzand on March 12, 2015, 12:11:30 am
A'right. Possibly useful to wear under that lead plate, for padding and to help keep them comfortable in the hot environment deep underground.
Mhm, that was what I was thinking, though I'll have to reread the guide on clothing layers to ensure that it works right.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **March 12, 2015, 11:48:17 am**

Also, these being dwarves, gold platemail? It'd work just as well, if not better than lead.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 12, 2015, 11:58:01 am**

Quote from: Amperzand on March 12, 2015, 11:48:17 am
Also, these being dwarves, gold platemail? It'd work just as well, if not better than lead.
Eh yeah, but doesn't lead make more effective armor as actual armor instead of just radiation-proofing? Also, there's one problem I thought of with lead armor- I don't know how to make a syndrome that is applied by *wearing* the syndrome vector. (That's how syndromes work, btw. You get exposure to something through inhalation, ingestion, etc. and it does things to you. But you can have creature variations as a syndrome and be granted immunity from another class of syndromes via syndrome. I'm pretty sure there *is* a way to use skin-contact as the vector for the syndrome, because deadly rains can do that, but idk how.)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **endlessblaze** on **March 12, 2015, 01:02:06 pm**

I like slaughterhiem (did I spell that right?) better than slaughterhelm.

Add the word, also if we add nuclear power We are going to have a party, (and Fun)

To keep it balanced you might want to add enemys that are immune to the effects of radiation so a river of death won't killthem.

Yes to the ents as well.

I personally would wait for the next version though.

Multiracial forts and to many good new features to not use it.

If the next version has problems toady can fix them, if the fixes were to break the save then we can render it non-cannon or do the story souldion of the dwarfs getting fed up with all the insanity and going to another world.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **March 12, 2015, 03:24:56 pm**

I would prefer Slaughterworld, but that's just me. Also, for a nuclear reactor building, you could just make a building that releases a blob of a custom material with a fixed high temperature and a contact syndrome (redundant, but this should make it deadly to dragons as well). Put rough pitchblende in, get fire out. I've been thinking about modding a lot recently.

I do fear that we might be going too far from the core concept of Deathgate with all these mods, though. Personally, I would prefer just having the demon army and perhaps the voidspawn.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **March 12, 2015, 03:57:30 pm**

Quote from: Dwarf4Explosives on March 12, 2015, 03:24:56 pm
I do fear that we might be going too far from the core concept of Deathgate with all these mods, though. Personally, I would prefer just having the demon army and perhaps the voidspawn.
Yeah, at some point it isn't a sequel, it's just another fort with the same community. Like Demongate and Crownhammers.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **endlessblaze** on **March 12, 2015, 05:04:56 pm**

im not to worried about that happening. because if you ask me, a major part of the deathgate saga is the void and body snatching.....though maybe a full on nuclear reactor is a bit much having radiation syndromes and poisoning water with it sounds fine (but I so want that reactor)

and the insanity....

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 12, 2015, 05:23:59 pm**

Quote from: endlessblaze on March 12, 2015, 05:04:56 pm
im not to worried about that happening. because if you ask me, a major part of the deathgate saga is the void and body snatching.....though maybe a full on nuclear reactor is a bit much having radiation syndromes and poisoning water with it sounds fine (but I so want that reactor)
and the insanity....
Well, the way I spin the Slaughterheim world, it's basically a world that came precorrupted by the void, so we're not terribly new, just incredibly insane and dangerous. And I'm not really intending to do it super far from the core concept of Deathgate, we're still body-snatchers from the void and we're still dangerous and insane, and the voidspawn will have invaded this world just like the world of MurderMachines and Deathgate. It's just also going to have a bit more involved smelting, with some bonus crafts that weren't there before and a few small-time races. (Note: Small-time doesn't mean deadly, though we may, in fact, never see the reapers at all. They're not meant to be around as much as the voidspawn, they're just a different type of threat that provides a valuable dwarfy metal if you can kill them. As per Nightbringers, they're supposed to be more obnoxious than deadly and domovoi are kinda... just there for the hell of it. These three species are all I'm going to add and you all have the power to veto or request

ement for any feature of them.)

As per the nuclear reactor and the nuclear forge, those are just because I think it would be fun. Not to mention it's not outside the realm of reason that creatures in contact with the void so long have picked up some strange tech. And as per the alchemy... I'm keeping it very, very basic. (You have a reaction to attempt to make rocks into cheese or plump helmets with about a 50-50 chance of success and the chance of dangerous by-products.) These mods are meant to augment and enrichen the world of Slaughterheim, not overhaul it. And believe me, I really want it to happen.

Quote from: TheFlame52 on March 12, 2015, 03:57:30 pm

Quote from: Dwarf4Explosives on March 12, 2015, 03:24:56 pm

I do fear that we might be going too far from the core concept of Deathgate with all these mods, though. Personally, I would prefer just having the demon army and perhaps the voidspawn.

Yeah, at some point it isn't a sequel, it's just another fort with the same community. Like Demongate and Crownhammers.

To address these legitimate concerns: In addition to what I said above about the player power to veto features and the fact that we could be testing and planning for another few weeks, I don't think anything will make it in that's going to ruin the game. These features are to add a bit more flavour and unquity to the fort, as well as to provide an alternative to my water-wheel frustrations in MurderMachines. Besides, if we're taking it darker and edgier, which seems to be the ultimate goal of all Dwarf Fortress at some point, then why wouldn't we add new threats? I mean, Voidspawn weren't around in the first Deathgate and they didn't ruin things, I fail to see why ents, domovye, reapers and nightbringers would. Especially considering that our interactions with all but the domovye will probably be very rare. (Nightbringers are a semi-megabeast that's basically an enderman expy, except with females and more Lovecraftian, ie more tentacles. They don't really attack very violently, but they don't react to pain and the release a gas that causes fever, temporary paralysis and [with you guys' okay] blindness. [I will switch it to temporary blindness if you guys want me to.]) As per anything everybody else is adding, as long as we keep it pretty small, should be fine. (Personally, I'm far more interested to see the engravings of the Anima before he even emerges. I have him modded in as a mythical figure. I think that's only fair.)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 12, 2015, 05:26:14 pm**

Note: We should really be using the Successor thread for this, especially since I'm (probably) going to post the Summer update later tonight.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **March 15, 2015, 06:41:58 pm**

Successor thread? Link meh.

As to the gold/lead question, the only real difference I know of, at least in reality, is color and chemical behavior, to wit: Gold doesn't have *any*, but lead's poisonous and can corrode.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 15, 2015, 09:26:39 pm**

<http://www.bay12forums.com/smf/index.php?topic=148661.msg6101714#msg6101714>

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **March 16, 2015, 12:29:37 am**

Oh, *that* successor thread. :P Thank you kindly.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 16, 2015, 02:18:48 pm**

AGHHHHAHGHGAG * angrish * Once again I'm having to start over at the beginning of summer. This time it's partially my fault, partially the game's. (Instead of the fault of a disappearing save like last time.) The game got hung in saving and would not respond, so I had to kill it. Naturally, this corrupted the save file. I attempted to backup from the backup I had just made an hour ago, but somehow managed to get the directories confused and deleted the *backup*, NOT the corrupted save. This, of course, immediately caused my blood pressure to spike and as I am in public right now, I couldn't fucking cuss the dumb son of a whore out for being such a stupid fucking piece of shit. So, ONCE AGAIN, I'm starting over at the beginning of summer. After the class that I have to get to in like 10m which is the whole reason I couldn't wait for the damn thing to get its head out of its ass in the first place. (This after my laptop battery died, mind you, so I just barely avoided corrupting the *backup* too, as the file operation finished mere *seconds* before the battery died.) In conclusion, the next two updates will be in "Alternate Universe" format, detailing my first two summer runs whilst I go at it again. This time, I'm triple backuping every time I save, only playing when my devices are explicitly plugged in, and turning off compressed saves so that if all goes wrong, at very least we can play a glitchy Terry-esque version of the game and so that it'll save quicker. I'm just going to have to use up the remaining Gig and a half on my flash drive on this one greedy succession fort. I guess this is what I get for having such peaceful runs. * sighs * So yea. But no, I'm not letting the fort die. Because fuck you MurderMachines. :| If I can't progress the game past summer, one of you had damn well better step up and do it for me. I gotta calm down and go to class now. See ya later folks!

((By the way MurderMachines is sentient. Tread lightly.))

EDIT: WIIIIIIINNNDDDDMIIIIIIIIIIISSSSSS.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 16, 2015, 03:48:19 pm**

Summer in a Doomed Timeline:

There's always that one guy who just loafes around on his job. Ulborb has been on the same tile as the giant wood axle I have set up for the windmills and the pumps for my giant project. I can only imagine he's sitting on it like it's a bench. Though considering that his left foot is pretty messed up, I can forgive him. He'll need to move pretty soon once I get the next windmill in and everything starts moving.



24th Malachite: Kresvin has grown attached to an adamantine short sword. On the one hand, great! We'll have a new named artifact soon. On the other, that really sucks because it means that using that sword again is going to be confusing.

A quick lookover of the job list shows some disturbing facts - at least six dwarves are resting in the hospital. What's up with that? On the other hand, Shaggard is dying cloth. That's good.

27th Malachite: Much kitten-slaughter ensues, but hey, that's our way of stamping out cat-based entropy. :) Also there's some more Crow people pecking around the edge surface of the fort. They shouldn't be a concern, but they are there and I thought I'd mention them.

Ah crap, somebody's llama starved to death. We really need an outdoor pasture that's fenced in for protection so that all the rotting corpses of our starving animals don't stink up the place. (Also, I'm not PETA member, but when an animal death is avoidable, it should be avoided. Especially since Dwarves won't butcher something that died on its own!)

My apologies to those with a sense of aesthetics, I just built the wall based on what is closest.

28th: It's raining.

3rd Galena: Congrats to Microblighted Onolnom, who has become a Cheese Maker. (I originally read that as "Omnomnom", which lead to much lols on my part.)



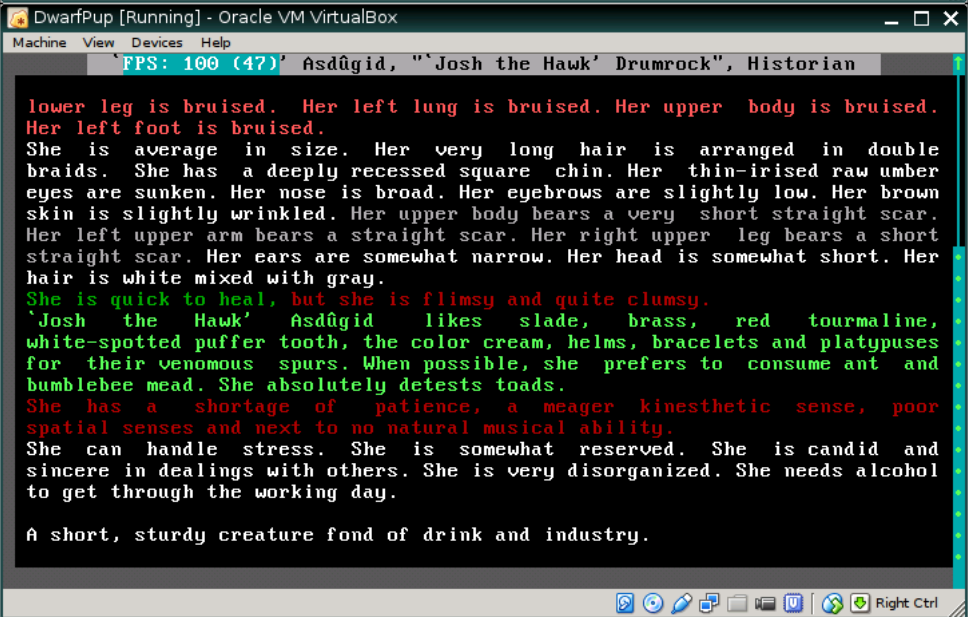
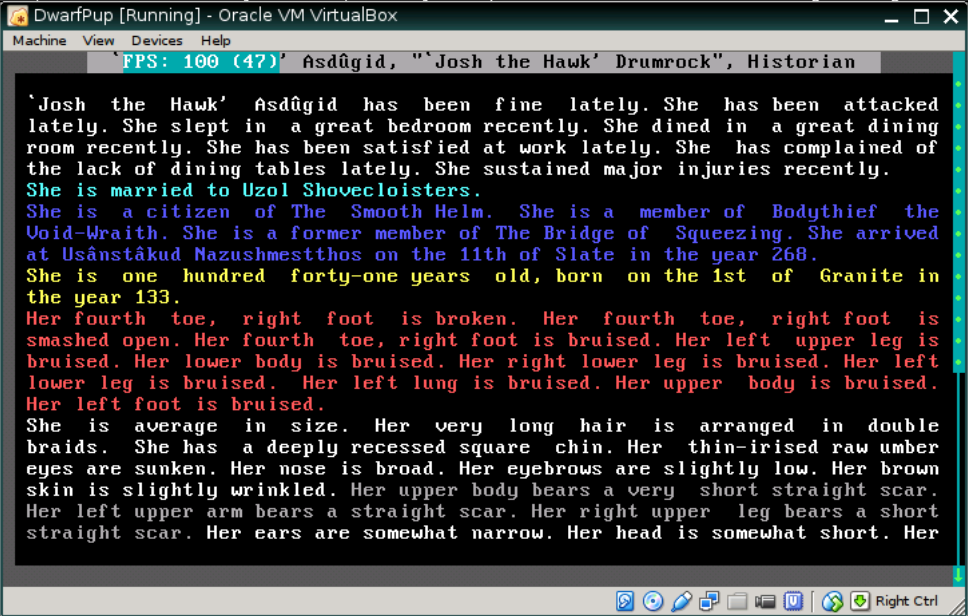
5th Galena: The Ghostly Dwarven Baby is haunting the area where I am trying to build windmills to tilt at! Call the Dwarven exorcist!



Also, I don't know who is responsible for the travesty of our Stonemurderer being forbiddden to stonemurder, but I fixed it. Construction on the megaproject must continue!

Despite the fact that Josh could probably be doing something more useful, I've got her engraving the walls of the lava-pit room, because she must never stop engraving! :D

Also, while we're on the subject of Josh, can we just stop for a second to look at how freaking amazing she is?



I am promoting her to unofficial royalty and she will have an extravagant and lovely bedroom with all of the best and things she likes. Therefore, she shan't be verry unhappy anymore. At 141 years old - half as old as the world itself - she deserves better! (Also, it's good that she no longer be flying into rages.)

11th Galena: Ah, the wonderful sound of a Master dwarf doing what she loves. Making everything she touches a masterpiece. Hopefully, being off mining duty and away from the caverns will boost her morale, and when her GLORIOUS FUCKING BEDROOM is done, she should be even happier, if not downright ecstatic. Unfortunately, it seems that we're out of featherwood for now. Maybe the humans will bring some?

12th Galena: Already, Josh's mood increases drastically. A few days of good work and any sad or angry dwarf can find themselves again. Also, her wounds seem to be healing very quickly.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 16, 2015, 03:49:19 pm**

I still feel really bummed out about losing that save. I was quite satisfied with the progress I had made.

EDIT: Good news! All is not lost! By some miracle, I still have the version of the save in about mid-summer.

EDIT: And things pretty much went the same as the prior update.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 17, 2015, 09:17:34 am**

A-MA-ZING. Guess what? The flash drive that I have my Dwarf Fortress files on? It broke. :| I still have the backups I made to my hard-drive, but if I go with those I am going to have to replay the last month and a half in-game because I was unable to back up my files and my backups to my harddrive before the flash drive broke. It's like some kind of sick, twisted Groundhog's Day loop where I can't make any progress whatsoever no matter how hard I try. Fear not, intrepid Fortress players, I have a plan. I am going to use the 5\$ I had for lunch to bribe a fellow Electrical Engineering student to attempt to fix the flash drive and back up my files. :| It's not ideal, but it's something. (Of course, don't worry, I'll only resort to bribery if they won't do it for free first, but there's a big exam today and apparently IEEE members are kinda all dicks. Not that many knew what to do anyway, but mainly I just need a steady hand and someone experienced in the soldering thing in case I managed to lift a solder pad from the circuit board - it wouldn't have been the first time.) No I don't know how this happened, it just did and I'm kinda bummed about it, but I'm not giving up until I complete my year. :| (That's probably stupid and bad for my health, but it's the sunk costs fallacy mixed with my inability to take insult well.)

(By the way: MurderMachines: Definitely sentient.)

EDIT: I don't know if this is significant but the date it keeps resetting to is 18th Malachite.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **March 17, 2015, 11:41:59 pm**

Yep, it's been discussed previously, there is *something* about the Murdermachines and Deathgate save files, makes em' very... **Unusual**.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 18, 2015, 01:10:30 am**

Quote from: Amperzand on March 17, 2015, 11:41:59 pm
Yep, it's been discussed previously, there is *something* about the Murdermachines and Deathgate save files, makes em' very... **Unusual**.

Well, you know...
Quote from: AnimaRytak on July 19, 2011, 05:49:25 pm
Nope, that's just the Deathgate Madness warping reality itself. We call the madness Terry and scold him whenever reality breaks.
Bad Terry, bad!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **March 18, 2015, 01:13:49 am**

Well, yes, I assumed that Terry's presence was common knowledge, but the software is strange too.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 18, 2015, 02:07:03 am**

Yeah
~~Sorry, I was just trying to be funny...~~

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 18, 2015, 10:19:02 am**

Oh I know about Terry.
Quote from: Lolfail0009 on March 18, 2015, 02:07:03 am
Yeah
~~Sorry, I was just trying to be funny...~~
S'ok, I thought it was pretty funny.

Yeah, but anyways. I'm taking a break from MurderMachines. Anyone want to take a crack at the save or just wait it out until I get through Winter? (I need some time to resync my sleep schedule, work on my personal project, and much more importantly: spend time with my girlfriend and catch up on my homework. Plus, I've already pushed back my updates like five times now and it's probably just time to cut my loses. As much as I'd like to finish out my year, it's obvious that he doesn't want me to. Since I was just about half-done with my turn, well not really but anyway, we can do it like POTUS succession: you'll get the rest of my term and then have another term on top of that. (Or one-and-a-half in-game years.)) I'm gonna work on my mods for the successor too. Check that out on the successor thread if it interests you.

EDIT: If anyone takes the file, there's a few errands I'd like you to do. (Things I was doing myself but didn't get around to.)

- Finish the second windmill to power the artifact millstone (Don't hook it up to the BATTERY yet!!! It's not ready!)
- Finish making Josh the Hawk's opulent bedroom in Steve's foot. (If you need more specific directions, I'll post those.)
- Set up an elaborate windmill stack.
- Set up windmills over my self-powering pumps until we can get the water running.
- Finish up the channeling for my ridiculous(ly awesome) megaproject, if you can figure out what I'm doing.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **March 18, 2015, 03:46:52 pm**

TERRY

I KILLED YOU ONCE

I CAN KILL YOU AGAIN

GET BACK IN YOUR HOLE

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 18, 2015, 06:47:14 pm**

Quote from: TheFlame52 on March 18, 2015, 03:46:52 pm
TERRY
I KILLED YOU ONCE
I CAN KILL YOU AGAIN
GET BACK IN YOUR HOLE
I hear we have a taker! Here ya go mate.

The Save (<http://dffid.bay12games.com/file.php?id=10689>)

((If it doesn't start you in Malachite, let me know because I have a more recent version.))

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **March 18, 2015, 07:06:00 pm**

yoink mine

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **GentlemanRaptor** on **March 18, 2015, 09:04:41 pm**

Wow. The people in this thread have totally changed from the OG Deathgate fort. Is Anima even still around on the forums?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 18, 2015, 09:26:38 pm**

Quote from: GentlemanRaptor on March 18, 2015, 09:04:41 pm
Wow. The people in this thread have totally changed from the OG Deathgate fort. Is Anima even still around on the forums?
It doesn't seem so. It's possible he checks every once and a while.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **March 19, 2015, 06:45:54 am**

He came back briefly right after I killed Terry.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 19, 2015, 07:55:10 am**

Quote from: TheFlame52 on March 19, 2015, 06:45:54 am
He came back briefly right after I killed Terry.
Kill him again. Preferably soon. I want to see this in-game year over with. Do you have any specific plans for this fort?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **March 19, 2015, 09:38:59 am**

Must you mortals interfere with EVERYTHING!?!?

Good fucking luck with your new fortress; I'll be there, as well as everywhere you try to run.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 19, 2015, 09:39:41 am**

Quote from: Terry, Twisted Darkness on March 19, 2015, 09:38:59 am
Must you mortals interfere with EVERYTHING!?!?
Good fucking luck with your new fortress; I'll be there, as well as everywhere you try to run.
You son of a bitch! You owe me a new flash drive! D:<

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **endlessblaze** on **March 19, 2015, 09:45:48 am**

Hi terry.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 19, 2015, 09:50:32 am**

Well, fucknuggets.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **March 19, 2015, 09:52:12 am**

Quote from: CaptainMcClellan on March 19, 2015, 09:39:41 am
Quote from: Terry, Twisted Darkness on March 19, 2015, 09:38:59 am
Must you mortals interfere with EVERYTHING!!?
Good fucking luck with your new fortress; I'll be there, as well as everywhere you try to run.
You son of a bitch! You owe me a new flash drive! D:<

You owed me entertainment on behalf of all whom dared oversee this bulwark of my domain.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 19, 2015, 09:54:50 am**

Quote from: Terry, Twisted Darkness on March 19, 2015, 09:52:12 am
Quote from: CaptainMcClellan on March 19, 2015, 09:39:41 am
Quote from: Terry, Twisted Darkness on March 19, 2015, 09:38:59 am
Must you mortals interfere with EVERYTHING!!?
Good fucking luck with your new fortress; I'll be there, as well as everywhere you try to run.
You son of a bitch! You owe me a new flash drive! D:<
You owed me entertainment on behalf of all whom dared oversee this bulwark of my domain.

I provided ample entertainment and had you not impeded my progress you may well have seen a very, very amusing result if something went wrong.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Terry, Twisted Darkness** on **March 19, 2015, 10:01:46 am**

Quote from: CaptainMcClellan on March 19, 2015, 09:54:50 am
Quote from: Terry, Twisted Darkness on March 19, 2015, 09:52:12 am
Quote from: CaptainMcClellan on March 19, 2015, 09:39:41 am
Quote from: Terry, Twisted Darkness on March 19, 2015, 09:38:59 am
Must you mortals interfere with EVERYTHING!!?
Good fucking luck with your new fortress; I'll be there, as well as everywhere you try to run.
You son of a bitch! You owe me a new flash drive! D:<
You owed me entertainment on behalf of all whom dared oversee this bulwark of my domain.
I provided ample entertainment and had you not impeded my progress you may well have seen a very, very amusing result if something went wrong.

Your frustration at your technology's constant failure was more amusing than that possible future.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 19, 2015, 10:52:51 am**

Yeah, is that so Terry? I can see why it would be, but bear in mind that you've stopped nothing, I will still succeed in my quest. My cause for withdrawal was external to this conflict, had I been given ample resources to accomplish my functions elsewhere and the time requisite to this project, I would have prevailed.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **GentlemanRaptor** on **March 19, 2015, 01:29:07 pm**

You sonovabitch. You owe me a hard drive and a new laptop.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **March 19, 2015, 02:08:00 pm**

Remember me, foolish creature? Wherever you act, I will thwart it. In whatever you reside, I will kill it. Whatever fun you are having, I will end it. FOR I AM FLAME, THE VOIDGOD'S HEIR!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 19, 2015, 03:47:54 pm**

Quote from: TheFlame52 on March 19, 2015, 02:08:00 pm
Remember me, foolish creature? Wherever you act, I will thwart it. In whatever you reside, I will kill it. Whatever fun you are having, I will end it. FOR I AM FLAME, THE VOIDGOD'S HEIR!
AND I AM WATER!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **March 19, 2015, 04:29:49 pm**

Finally finished breaching hell in my own fort, so I can turn my attention to Murdermachines.

I have no idea where anything is. I have no idea what anything does. Ghosts roam the halls. Ducks fight in tiny pens. A hundred dwarves rush to do a thousand jobs. *We have over eleven thousand metal bars.* This is the kind of utter clusterfuck that can only be created by 20+ people working on the same thing independently. And I am one of them.

Home sweet home.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 19, 2015, 08:43:16 pm**

Quote from: TheFlame52 on March 19, 2015, 04:29:49 pm
I have no idea where anything is. I have no idea what anything does. Ghosts roam the halls. Ducks fight in tiny pens. A hundred dwarves rush to do a thousand jobs. *We have over eleven thousand metal bars.* This is the kind of utter clusterfuck that can only be created by 20+ people working on the same thing independently. And I am one of them.
Home sweet home.

That was beautiful

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 20, 2015, 06:15:57 am**

Quote from: Lolfail0009 on March 19, 2015, 08:43:16 pm
Quote from: TheFlame52 on March 19, 2015, 04:29:49 pm
I have no idea where anything is. I have no idea what anything does. Ghosts roam the halls. Ducks fight in tiny pens. A hundred dwarves rush to do a thousand jobs. *We have over eleven thousand metal bars.* This is the kind of utter clusterfuck that can only be created by 20+ people working on the same thing independently. And I am one of them.
Home sweet home.
That was beautiful

I concur. Also, I don't know what you're working on Flame, but I can give some insight into the last things I was working on. Or I can just wait for my next turn. Just let me kknow which I should do.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **endlessblaze** on **March 20, 2015, 06:57:35 am**

Quote from: CaptainMcClellan on March 20, 2015, 06:15:57 am
Quote from: Lolfail0009 on March 19, 2015, 08:43:16 pm
Quote from: TheFlame52 on March 19, 2015, 04:29:49 pm
I have no idea where anything is. I have no idea what anything does. Ghosts roam the halls. Ducks fight in tiny pens. A hundred dwarves rush to do a thousand jobs. *We have over eleven thousand metal bars.* This is the kind of utter clusterfuck that can only be created by 20+ people working on the same thing independently. And I am one of them.
Home sweet home.
That was beautiful
I concur. Also, I don't know what you're working on Flame, but I can give some insight into the last things I was working on. Or I can just wait for my next turn. Just let me kknow which I should do.

I also agree, that was amazing.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **March 20, 2015, 02:23:03 pm**

In no particular order:

1. We have iron, flux, and coke. Yet we have less than a hundred steel bars. I aim to fix this.
2. We have a shitton of stuff we could melt. I'm fixing this too.
3. I used autodump to get all the random corpses so we could bury them. Scaliper is finally at rest.
4. I made a new squad of recruits led by Grombardrim. Don't put them in combat until they're trained up.
5. I redorfed myself.
6. I also caged all the ducks.
7. We ran out of flux so I'm mining more as needed.
8. Voidspawn ambush, including a fucking patriarch. Only casualty was Kazim who I redwarfed. They also chased away the dwarven caravan.
9. We need to mine some more adamantine.
10. I made Microblighted militia commander so I could put people in squads.
11. Scribbles is going to make something out of adamantine.

Basically our biggest problem is that over the years, our military has been reduced to a handful of uncaring, grizzled veterans. We need to train up more recruits *and not kill them immediately* in order to rebuild the military. Until then, we can only really use 4 dwarves, three of which are missing limbs.

EDIT: Scribbles made an earring and became a metalcrafter. Prosnorkulus is rotting, he probably got overlord blood on him. I made a dedicated medical dwarf so he would get treated before dying of infection.

EDIT2: OH BALLS HE'S SUFFOCATING ON THE OPERATING TABLE

I HOPE HE MAKES IT, OTHERWISE WE'RE FUCKED

EDIT3: You win this round, Terry.

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: **TheFlame52** on **March 20, 2015, 03:48:32 pm**

I will be camping all weekend. See you Sunday afternoon.

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: **CaptainMcClellan** on **March 20, 2015, 07:58:27 pm**

Quote from: TheFlame52 on March 20, 2015, 02:23:03 pm
8. Voidspawn ambush, including a fucking patriarch. Only casualty was Kazim who I redwarfed. They also chased away the dwarven caravan.

Occh. Sorry about that. That happened to me to during one of my playthroughs, though the damage was less. Also, what do we need so much steel for/why so much re-militarization? During the whole time I'd been playing we'd had no major attacks. (I guess it'll be nice to be able to murderate things at the touch of a button, but the costs in productivity...)

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: **Dwarf4Explosives** on **March 21, 2015, 07:44:17 am**

Really, the only thing that you need all that steel for is magma-proof pumps. And nethercap works just as well, although I suspect it may quicken the evaporation of magma. But a magma moat would be worth the effort. Bonus points if it includes an obsidian bridge.

As for Terry, I suspect just letting him stay would be easier on your computer than my approach to exorcisms.

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: **Lolfail0009** on **March 21, 2015, 07:59:55 am**

Are we QUITE sure that messing with Terry is a good idea.

I mean, this *IS* Murdermachines, but surely we draw the line somewhere.

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: **CaptainMcClellan** on **March 21, 2015, 08:03:52 am**

The Flame just wants steel for steel's sake, just like Saint wanted rum for rum's sake, and I wanted midnight blue tunics for the same reason.

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: **Lolfail0009** on **March 21, 2015, 08:05:02 am**

Fair points.
Whatever was I thinking.

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: **TheFlame52** on **March 22, 2015, 04:45:11 pm**

We have 1700 iron bars. They should be steel bars.

As for militarization, did you not notice the fact where we are now down to *three* dwarves capable of fighting voidspawn?

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: **TheFlame52** on **March 22, 2015, 07:45:00 pm**

1. WE ONLY HAVE ONE STILL AND IT'S IN THE FUCKING CAVERNS, WHAT IS THIS BLASPHEMY
2. I also moved the depot at some point. It's near where those drawbridges close in part of the map edge. That way, traders will come in though there where it's relatively safe.
3. McClellan, your big rig for millstones doesn't work, so I just built a millstone with a windmill on top inside the walls. Simplicity!
4. I've put a magma kiln in a spot that looks like it was made for it. Fungin got a little burned but he's fine.
5. When winter hit I dug out a lot of the stuff frozen in the ponds. I buried a lot of corpses.

Spoiler: THE GREATEST POT EVER CREATED (click to show/hide)

This is a superior quality dwarven beer pot <diorite, large> <#80>. It is decorated with masterfully worked sheep bone by 'Lilbear' Konoslogem, exceptionally worked elk bird bone, exceptionally worked donkey bone, exceptionally worked water buffalo bone, exceptionally worked horse bone, exceptionally worked cave crocodile bone, exceptionally worked chicken bone, water buffalo horn, yak hoof, exceptionally worked cow horn, exceptionally worked donkey hoof, masterfully worked giant olm bone by 'Lilbear' Konoslogem, masterfully worked one-humped camel bone by 'Lilbear' Konoslogem, exceptionally worked coyote bone, masterfully worked pig bone by 'Lilbear' Konoslogem, masterfully worked cougar bone by 'Lilbear' Konoslogem and exceptionally worked giant bat tooth and encircled with bands of masterfully worked voidspawn bone by 'Lilbear' Konoslogem, exceptionally worked draltha bone, yak bone, giant toad bone, elk bird horn, well-crafted muskox hoof, pig hoof, finely-crafted horse hoof, masterfully worked alpaca bone by 'Lilbear' Konoslogem, exceptionally worked reindeer horn, masterfully worked mule hoof by 'Lilbear' Konoslogem, exceptionally worked giant weasel bone, masterfully worked helmet snake bone by 'Lilbear' Konoslogem and masterfully worked goat hoof by 'Lilbear' Konoslogem. This object is adorned with hanging rings of exceptionally worked sheep hoof and masterfully worked giant kakapo bone by 'Lilbear' Konoslogem and menaces with spikes of exceptionally worked cat bone, exceptionally worked cow bone, well-crafted reindeer bone, exceptionally worked goat horn, exceptionally worked reindeer hoof, exceptionally worked llama bone, exceptionally worked draltha tooth and masterfully worked giant gray langur tooth by 'Lilbear' Konoslogem.

On the item is a masterfully designed image of dwarves in giant sparrow bone by 'Lilbear' Konoslogem.
On the item is a masterfully designed image of Quietechoes the Spikes of Vegetation the adamantine battle axe in mule bone by 'Lilbear' Konoslogem.
On the item is a masterfully designed image of circles in dog bone by 'Lilbear' Konoslogem.
On the item is an exceptionally designed image of a millstone in giant rat bone by 'Lilbear' Konoslogem.
On the item is a image of dwarves in cow hoof by S&Kzul Telingilral. On the item is a image of a rat weed in goose bone by S&Kzul Telingilral. On the item is a image of coffins in yak horn by S&Kzul Telingilral.
On the item is a well-designed image of Quietechoes the Spikes of Vegetation the adamantine battle axe in sheep horn by S&Kzul Telingilral.
On the item is a masterfully designed image of 'Ringo' Boltsevere the dwarf and a floodgate in giant raven bone by 'Lilbear' Konoslogem. 'Ringo' Boltsevere is admiring the floodgate.
On the item is an exceptionally designed image of trillion cut gems in water buffalo hoof by 'Lilbear' Konoslogem.
On the item is an exceptionally designed image of Quietechoes the Spikes of Vegetation the adamantine battle axe in dingo bone by 'Lilbear' Konoslogem.

(<http://imgur.com/ipC8UU3>)

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: **endlessblaze** on **March 22, 2015, 09:03:16 pm**

Not bad....give us a list of ALL THE ARTIFACTS

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: **Wolfkit** on **March 22, 2015, 09:04:25 pm**

Blood of Armok how much is that thing worth?

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: **Dwarf4Explosives** on **March 23, 2015, 12:19:41 am**

Holy...are you sure "pot" is not an euphemism here?

Title: Re: Murdermachines - Return of the VoidGod (Deathgate II)
Post by: **CaptainMcClellan** on **March 23, 2015, 09:27:54 am**

Quote from: TheFlame52 on March 22, 2015, 04:45:11 pm

We have 1700 iron bars. They should be steel bars.

As for militarization, did you not notice the fact where we are now down to *three* dwarves capable of fighting voidspawn?

Why?

Yes. And before my turn, the military didn't even have half of its trainees. We need more traps and walls though. We can't afford to lose the dwarves. (Also, no severe Voidspawn attacks happened at all during the duration of any of my turns, all the problems were of Terry's doing.)

Quote from: TheFlame52 on March 22, 2015, 07:45:00 pm

1. WE ONLY HAVE ONE STILL AND IT'S IN THE FUCKING CAVERNS, WHAT IS THIS BLASPHEMY
2. I also moved the depot at some point. It's near where those drawbridges close in part of the map edge. That way, traders will come in though there where it's relatively safe.
3. McClellan, your big rig for millstones doesn't work, so I just built a millstone with a windmill on top inside the walls. Simplicity!
4. I've put a magma kiln in a spot that looks like it was made for it. Fungin got a little burned but he's fine.
5. When winter hit I dug out a lot of the stuff frozen in the ponds. I buried a lot of corpses.

Spoiler: THE GREATEST POT EVER CREATED (click to show/hide)

This is a superior quality dwarven beer pot <diorite, large> <#80>. It is decorated with masterfully worked sheep bone by 'Lilbear' Konoslogem, exceptionally worked elk bird bone, exceptionally worked donkey bone, exceptionally worked water buffalo bone, exceptionally worked horse bone, exceptionally worked cave crocodile bone, exceptionally worked chicken bone, water buffalo horn, yak hoof, exceptionally worked cow horn, exceptionally worked donkey hoof, masterfully worked giant olm bone by 'Lilbear' Konoslogem, masterfully worked one-humped camel bone by 'Lilbear' Konoslogem, exceptionally worked coyote bone, masterfully worked pig bone by 'Lilbear' Konoslogem, masterfully worked cougar bone by 'Lilbear' Konoslogem and exceptionally worked giant bat tooth and encircled with bands of masterfully worked voidspawn bone by 'Lilbear' Konoslogem, exceptionally worked draltha bone, yak bone, giant toad bone, elk bird horn, well-crafted muskox hoof, pig hoof, finely-crafted horse hoof, masterfully worked alpaca bone by 'Lilbear' Konoslogem, exceptionally worked reindeer horn, masterfully worked mule hoof by 'Lilbear' Konoslogem, exceptionally worked giant weasel bone, masterfully worked helmet snake bone by 'Lilbear' Konoslogem and masterfully worked goat hoof by 'Lilbear' Konoslogem. This object is adorned with hanging rings of exceptionally worked sheep hoof and masterfully worked giant kakapo bone by 'Lilbear' Konoslogem and menaces with spikes of exceptionally worked cat bone, exceptionally worked cow bone, well-crafted reindeer bone, exceptionally worked goat horn, exceptionally worked reindeer hoof, exceptionally worked llama bone, exceptionally worked draltha tooth and masterfully worked giant gray langur tooth by 'Lilbear' Konoslogem.

On the item is a masterfully designed image of dwarves in giant sparrow bone by 'Lilbear' Konoslogem.
On the item is a masterfully designed image of Quietechoes the Spikes of Vegetation the adamantine battle axe in mule bone by 'Lilbear' Konoslogem.
On the item is a masterfully designed image of circles in dog bone by 'Lilbear' Konoslogem.
On the item is an exceptionally designed image of a millstone in giant rat bone by 'Lilbear' Konoslogem.
On the item is a image of dwarves in cow hoof by S&Kzul Telingilral. On the item is a image of a rat weed in goose bone by S&Kzul Telingilral. On the item is a image of coffins in yak horn by S&Kzul Telingilral.
On the item is a well-designed image of Quietechoes the Spikes of Vegetation the adamantine battle axe in sheep horn by S&Kzul Telingilral.
On the item is a masterfully designed image of 'Ringo' Boltsevere the dwarf and a floodgate in giant raven bone by 'Lilbear' Konoslogem. 'Ringo' Boltsevere is admiring the floodgate.
On the item is an exceptionally designed image of trillion cut gems in water buffalo hoof by 'Lilbear' Konoslogem.
On the item is an exceptionally designed image of Quietechoes the Spikes of Vegetation the adamantine battle axe in dingo bone by 'Lilbear' Konoslogem.

(<http://imgur.com/ipC8UU3>)

1. Our steel bar is in the caverns? Weird.
2. Nice. I was going to tunnel a new path to them, but I ended up giving up on that. It wasn't that fruitful an endeavour. Moving it was a way better options.

3. HERESY more like. I'm serious, why doesn't it work? (I should entirely work.) Preferably with screenshots so I can detect what went wrong.
4. Hmmm.... Good.
5. Yeah, do we still have our ghost baby at least?

Quote from: endlessblaze on March 22, 2015, 09:03:16 pm

Not bad....give us a list of ALL THE ARTIFACTS

It's a short list, there's only 20-30 or so.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **March 23, 2015, 04:59:19 pm**

I'm not listing all the artifacts, download a save and check yourself. The pot is worth about 4500U.

1. We need legendary soldiers, desperately. I used the shaft of enlightenment I found to make ~10 legendaries, I'm in the process of expanding it.
2. I was going to overhaul our traps, but...
3. Voidspawn siege! Including two patriarchs and an overlord, oh shit! I've sent the Void Guard out, but right now they're going full loyalty cascade as they kill their own trolls and each other. I'm going to remove using evil animals from the voidspawn in Slaughterhelm.
4. They killed each other and all left. A patriarch and some trolls assaulted the gates but were killed. NCommander was briefly dizzy - I seem to remember Prosnorkulus being dizzy after killing that other overlord...
5. Cleanup is going well.
6. Aaaaaand there goes NCommander. I'm going to put some of the now-legendary recruits in the Void Guard.

Spoiler: There's like ten of these (click to show/hide)

PPS: 100 (49) «←large black zircon→»

This is a well-crafted large black zircon. It is encrusted with exceptionally worked tapered baguette cut lapis lazulis, masterfully worked tapered baguette cut milk opals by 'Baelor' Eraldallith, exceptionally worked marquise cut indigo tourmalines, masterfully worked square brilliant cut pink tourmalines by 'Baelor' Eraldallith, exceptionally worked cushion cut rhodolites, exceptionally worked tapered baguette cut pink garnets, exceptionally worked oval cut brown zircons, exceptionally worked marquise cut topazolites, exceptionally worked octagon cut goshenites, exceptionally worked point cut rubies, exceptionally worked table cut sapphires, exceptionally worked claustone gizzard stones and exceptionally worked dolomite gizzard stones and encircled with bands of finely-crafted briolette cut schorls, exceptionally worked trillion cut moss opals, superior quality table cut lavender jades, exceptionally worked oval cut bloodstones, exceptionally worked emerald cut picture jaspers, exceptionally worked oval citrine cabochons, exceptionally worked pear cut yellow jaspers, exceptionally worked emerald cut pyrites, exceptionally worked square brilliant cut onyx opals, exceptionally worked rose cut bone opals, exceptionally worked square cut rose quartzes, masterfully worked round turquoise cabochons by 'Baelor' Eraldallith, exceptionally worked square brilliant cut melanites, exceptionally worked cushion red tourmaline cabochons, exceptionally worked tapered baguette cut fire opals, exceptionally worked square cut violet spessartines, exceptionally worked rectangular honey yellow beryl cabochons, exceptionally worked square cut golden beryls, exceptionally worked marquise cut yellow grossulars, exceptionally worked round brilliant cut clear zircons, exceptionally worked quartzite gizzard stones, masterfully worked phyllite gizzard stones by 'Baelor' Eraldallith, masterfully worked lignite gizzard stones by 'Baelor' Eraldallith, exceptionally worked brinstone gizzard stones, exceptionally worked orthoclase gizzard stones and exceptionally worked alunite gizzard stones. This object is adorned with hanging rings of exceptionally worked carnelian, exceptionally worked clear tourmaline, masterfully worked rock crystal by 'Baelor' Eraldallith, exceptionally worked green jade, exceptionally worked heliodor, exceptionally worked almandine, masterfully worked cinnamon grossular by 'Baelor' Eraldallith, exceptionally worked amethyst, exceptionally worked faint yellow diamond, exceptionally worked hematite and masterfully worked clear glass by 'Baelor' Eraldallith and menaces with spikes of exceptionally worked blue jade, exceptionally worked chrysocolla, superior quality sardonyx, exceptionally worked pink jade, exceptionally worked brown jasper, superior quality smoky quartz, superior quality sunstone, exceptionally worked amber opal, exceptionally worked moonstone, exceptionally worked gray chalcedony, superior quality milk quartz, masterfully worked aventurine by 'Baelor' Eraldallith, superior quality blue garnet, exceptionally worked moonstone, exceptionally worked green tourmaline, exceptionally worked green zircon, exceptionally worked red zircon, exceptionally worked red grossular, masterfully worked purple spinel by 'Baelor' Eraldallith, exceptionally worked morganite, exceptionally worked jelly opal, masterfully worked yellow spessartine by 'Baelor' Eraldallith, exceptionally worked topaz, exceptionally worked clear garnet, exceptionally worked cat's eye, exceptionally worked red spinel, exceptionally worked gypsum, exceptionally worked microcline and masterfully worked saltpeter by 'Baelor' Eraldallith.

On the item is a superiorly designed image of a axolotl man in morian by 'Baelor' Eraldallith.

On the item is an exceptionally designed image of Adil Knifedimpled the dwarf and dwarves in prase by 'Baelor' Eraldallith. The dwarves are refusing Adil Knifedimpled. Adil Knifedimpled looks confused. The artwork relates to the departure of the dwarf Adil Knifedimpled from the position of mayor of Bodythief the Void-Wraith in the early summer of 273.

On the item is a superiorly designed image of emerald cut gems in sard by 'Baelor' Eraldallith.

On the item is a masterfully designed image of a muck root in tiger iron by 'Baelor' Eraldallith.

On the item is an exceptionally designed image of a water buffalo in shell opal by 'Baelor' Eraldallith.

On the item is an exceptionally designed image of marquise cut gems in jasper opal by 'Baelor' Eraldallith.

On the item is an exceptionally designed image of two water buffalos in tsavorite by 'Baelor' Eraldallith.

On the item is an exceptionally designed image of a table cut gem in peridot by 'Baelor' Eraldallith.

On the item is an exceptionally designed image of Ozud Guardcourse the goblin and Nol Sculptedtakes the Match of Hardiness the giant in red pyrope by 'Baelor' Eraldallith. Nol Sculptedtakes the Match of Hardiness is striking down Ozud Guardcourse. The artwork relates to the killing of the goblin Ozud Guardcourse by the giant Nol Sculptedtakes the Match of Hardiness in The Murk of Furs in 283.

On the item is an exceptionally designed image of a dwarf in alexandrite by 'Baelor' Eraldallith.

On the item is an exceptionally designed image of Quietechoes the Spikes of Vegetation the adamantine battle axe in yellow zircon by 'Baelor' Eraldallith.

On the item is an exceptionally designed image of a water buffalo in rubicelle by 'Baelor' Eraldallith.

On the item is an exceptionally designed image of Quietechoes the Spikes of Vegetation the adamantine battle axe in aquamarine by 'Baelor' Eraldallith.

On the item is a masterfully designed image of dwarves in precious fire opal by 'Baelor' Eraldallith.

On the item is an exceptionally designed image of The Reticence of Deifying the adamantine short sword in harlequin opal by 'Baelor' Eraldallith.

On the item is a masterfully designed image of large roaches in emerald by 'Baelor' Eraldallith.

On the item is a masterfully designed image of The Reticence of Deifying the adamantine short sword in chalk by 'Baelor' Eraldallith.

On the item is an exceptionally designed image of voidspawn and dwarves in schist by 'Baelor' Eraldallith. The voidspawn are massacring the dwarves. The artwork relates to the defeat of Bodythief the Void-Wraith of The Rampart of Tours and destruction of Murdermachines the Blood-Citadel by Badafagleelis in the late summer of 257 during Kük Olgo, "The Assaults of Threatening".

On the item is an exceptionally designed image of a water buffalo in limonite by 'Baelor' Eraldallith.

On the item is an exceptionally designed image of dwarves in bituminous coal by 'Baelor' Eraldallith. The dwarves are traveling. The artwork relates to the foundation of Murdermachines the Blood-Citadel by Bodythief the Void-Wraith of The Rampart of Tours in the early spring of 251.

On the item is an exceptionally designed image of gizzard stones in jet by 'Baelor' Eraldallith.

On the item is an exceptionally designed image of Quietechoes the Spikes of Vegetation the adamantine battle axe in crystal glass by 'Baelor' Eraldallith.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **March 23, 2015, 08:36:22 pm**

That's a pretty serious zircon.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **March 24, 2015, 03:53:57 am**

That zircon-thing looks Planepacked. I don't want to know what would happen if someone actually used them to encrust something.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 24, 2015, 04:59:36 am**

[ZIRCON INTENSIFIES]

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 24, 2015, 09:20:40 am**

Quote from: Dwarf4Explosives on March 24, 2015, 03:53:57 am

That zircon-thing looks Planepacked. I don't want to know what would happen if someone actually used them to encrust something.

Yeah... This sounds like a wonderful idea. :D I'll do that during my next turn. Speaking of, what's the turn list looking like right now? Raise your hand if you have ups after Flame.

(Also, I tried to make the hatch more awesome than it ended up, I got distracted.)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Wolfkit** on **March 24, 2015, 09:40:35 am**

Quote from: Dwarf4Explosives on March 24, 2015, 03:53:57 am

That zircon-thing looks Planepacked. I don't want to know what would happen if someone actually used them to encrust something.

That's a large gem. You can't encrust with them.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 24, 2015, 09:51:21 am**

Quote from: Wolfkit on March 24, 2015, 09:40:35 am

Quote from: Dwarf4Explosives on March 24, 2015, 03:53:57 am

That zircon-thing looks Planepacked. I don't want to know what would happen if someone actually used them to encrust something.

That's a large gem. You can't encrust with them.

Too bad. And it's too excellent to use for much else... Hm.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **March 24, 2015, 10:37:22 am**

Oh well, if any sort of demon made of poverty comes along, this will be our defense. What are those things even worth?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 24, 2015, 10:44:47 am**

Quote from: Dwarf4Explosives on March 24, 2015, 10:37:22 am

Oh well, if any sort of demon made of poverty comes along, this will be our defense. What are those things even worth?

No idea. Last I checked we had well over 10m wealth. (If I'm remembering correctly.)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **endlessblaze** on **March 24, 2015, 10:58:34 am**

Maybe one of the mods to the next deathgate should include a use for large gems, maybe a large gem display that places the gem like a a Statue

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 24, 2015, 11:04:34 am**

Quote from: endlessblaze on March 24, 2015, 10:58:34 am

Maybe one of the mods to the next deathgate should include a use for large gems, maybe a large gem display that places the gem like a a Statue

Seems like it'd be too easy to mess up the gems themselves that way... but I'll see what I can figure out. Max might be a better person to do it, so if you're listening Max, try and figure that out too.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **March 24, 2015, 03:51:17 pm**

1. Voidspawn siege, worst than the last!
2. No casualties, but many wounded. After singlehandedly killing two patriarchs, Microblighted was put in the hospital for rotting. He survived the operating table but he is slowly dying of infection. One recruit will never walk again.
3. I killed both FBs. Also, a new one came and found its way into the dining hall. Nobody was hurt but everyone caught in the gas is nauseous forever. Vendix won't wake up.
4. Tomio and Urist McLoving were killed in a cave-in. They have been re-dwarfed as furnace operators.
5. Migrants, a few of them. They will be put to work.
6. There's a pool of kitten rot somewhere. I know this because our kittens are rotting.
7. An old body of Urist McLoving rose as a ghost and was put to rest. She was crushed by a drawbridge three years ago.

Microblighted is pale. He doesn't have much time left. He likes fine pewter and microcline, so I'm making him a tomb out of microcline with a fine pewter sarcophagus.

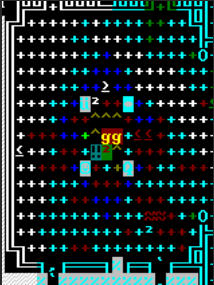


I had a slab engraved for him. Dwarves hauled all his stuff into the tomb. My favorite dwarf in this whole fort, slayer of many goblins and voidspawn. You held back the darkness as long as you could, but you eventually succumbed to it.

Goodnight, sweet prince. May you smite voidspawn forever in dwarven hell.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **March 24, 2015, 04:21:29 pm**

This calls for a sacrifice. A blood sacrifice!



I dropped all of our prisoners onto the sacrificial spike. They will serve Microblighted in the afterlife!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 24, 2015, 08:24:39 pm**

Damn. Nothing like that ever happens when I oversee. I'm both disappointed and relieved. (Though it seems like violence begets violence in MurderMachines, or is that just my imagination?)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **March 25, 2015, 05:17:00 am**

I kind of wonder how many goblins and voidspawn are *left* in this world. Surely we have exterminated at least half of them.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **March 25, 2015, 05:36:54 am**

I thought about this last night.

I've got plans.

OH BOY do I have plans.

I've got plans for a canon, HAPPY ending for Murdermachines, a reason for me to be the new voidgod, a reason for there to be both demons and voidspawn in the new world. It'll have blood and fire and demons and voidspawn and Terry and Anima and ARMOK HIMSELF AND THE FINAL BATTLE BETWEEN CHAOS AND ORDER.

IT WILL BE EPIC.

JUST
YOU
WAIT.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **endlessblaze** on **March 25, 2015, 07:06:23 am**

Quote from: TheFlame52 on March 25, 2015, 05:36:54 am

I thought about this last night.

I've got plans.

OH BOY do I have plans.

I've got plans for a canon, HAPPY ending for Murdermachines, a reason for me to be the new voidgod, a reason for there to be both demons and voidspawn in the new world. It'll have blood and fire and demons and voidspawn and Terry and Anima and ARMOK HIMSELF AND THE FINAL BATTLE BETWEEN CHAOS AND ORDER.

IT WILL BE EPIC.

JUST
YOU
WAIT.

Chaos wins right?
Will it be one of those ordered chaos thing? I love it when chaos is applied in a reasonable manner.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 25, 2015, 08:24:30 am**

Quote from: endlessblaze on March 25, 2015, 07:06:23 am

Quote from: TheFlame52 on March 25, 2015, 05:36:54 am

I thought about this last night.

I've got plans.

OH BOY do I have plans.

I've got plans for a canon, HAPPY ending for Murdermachines, a reason for me to be the new voidgod, a reason for there to be both demons and voidspawn in the new world. It'll have blood and fire and demons and voidspawn and Terry and Anima and ARMOK HIMSELF AND THE FINAL BATTLE BETWEEN CHAOS AND ORDER.

IT WILL BE EPIC.

JUST
YOU
WAIT.

Chaos wins right?
Will it be one of those ordered chaos thing? I love it when chaos is applied in a reasonable manner.

Chaos is always applied in a reasonable manner.
Chaos itself can be defined as an indeterminable outcome that one has some modicum of control over.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **endlessblaze** on **March 25, 2015, 09:25:17 am**

Quote from: Lolfail0009 on March 25, 2015, 08:24:30 am

Quote from: endlessblaze on March 25, 2015, 07:06:23 am

Quote from: TheFlame52 on March 25, 2015, 05:36:54 am

I thought about this last night.

I've got plans.

OH BOY do I have plans.

I've got plans for a canon, HAPPY ending for Murdermachines, a reason for me to be the new voidgod, a reason for there to be both demons and voidspawn in the new world. It'll have blood and fire and demons and voidspawn and Terry and Anima and ARMOK HIMSELF AND THE FINAL BATTLE BETWEEN CHAOS AND ORDER.

IT WILL BE EPIC.

JUST
YOU
WAIT.

Chaos wins right?
Will it be one of those ordered chaos thing? I love it when chaos is applied in a reasonable manner.

Chaos is always applied in a reasonable manner.
Chaos itself can be defined as an indeterminable outcome that one has some modicum of control over.

Mmmmm yes.... I recall at some point in a forum game I read that someone sujested that chaos was a prosses and order was a state. This of course...was.....wait.....what was it...it was something about...I can't remmber the entire discussion I will have to check....

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **March 25, 2015, 12:44:14 pm**

My thoughts on this whole chaos-vs-order thing: chaos follows well-defined, specific rules, therefore chaos is well-organized. Also, you can make patterns that look nice on T-shirts out of it, and patterns are definitely ordered.

Also, this ending sounds good.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **March 25, 2015, 01:54:39 pm**

Actually it'll be more like the final battle between balance and chaos. But whatever works.

Since it's 275, 25 years after the founding of Murdermachines, I made this:



Also we got another voidspawn ambush and Orix got turned into a thrall and died.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AoshimaMichio** on **March 25, 2015, 02:40:56 pm**

Quote from: TheFlame52 on March 25, 2015, 01:54:39 pm

...
Also we got another voidspawn ambush and Orix got turned into a thrall and died.

I like how this is just a side note.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 25, 2015, 02:46:28 pm**

Flame, are you on your second turn yet? Also, the 25-years thing is pretty awesome. Too bad about all the troubles you've been having. :c Also... I'm feeling betterish? Now I just ache and feel like I have a fever.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **March 25, 2015, 03:26:26 pm**

I feel your pain bro. Last month I was so sick I missed two weeks of school and lost 10 pounds (out of 115 at the time) in two days.

Goblin siege happened, several civilians wounded, they were shot by goblin bowmen. I took a few extra days to clean up the mess, just like last time except that was voidspawn.

Save (<http://dffd.bay12games.com/file.php?id=10705>)

Keep in mind that anything you do will probably not be canon, because I'm going to be playing it on my own a little bit and that's what I'm going to be using in the story.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 25, 2015, 03:28:41 pm**

Quote from: TheFlame52 on March 25, 2015, 03:26:26 pm

I feel your pain bro. Last month I was so sick I missed two weeks of school and lost 10 pounds (out of 115 at the time) in two days.

Goblin siege happened, several civilians wounded, they were shot by goblin bowmen. I took a few extra days to clean up the mess, just like last time except that was voidspawn.

Save (<http://dffd.bay12games.com/file.php?id=10705>)

Keep in mind that anything you do will probably not be canon, because I'm going to be playing it on my own a little bit and that's what I'm going to be using in the story.

Damn. Poor guy. I'm lucky that all that's wrong with me is that I have a mild fever and a lots of aches. (My body purged itself already... I hope. We'll see if the chicken noodle holds.)

Ah. Yeah, that must've happened in the winter.

I'm not really sure I'll even play around with it yet.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **March 25, 2015, 11:42:10 pm**

Yikes, you guys are not being luck in matters of health!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 26, 2015, 07:48:42 am**

Quote from: Amperzand on March 25, 2015, 11:42:10 pm

Yikes, you guys are not being luck in matters of health!

I don't want to speak too soon, but I'm at least okay enough to try attending class today. I've got my phone handy in case that doesn't pan out and a strategic plan not to eat anything I normally would. (I'm sticking just to pretzels, Cheezits and Gatorade/Powerade.) The thing I really wish for is a place to nap. I'm going to crack open the save after class today to at least get a look around, but for now I could really use a place to nap...

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **March 26, 2015, 11:08:57 am**

Pretzels, Cheezits (seriously, who came up with that name? It sounds like cheese zits.) and Gatorade does not sound all too conducive to your health, and more like the sort of plan you'd come up with while severely sleep-deprived. Hope you get better soon.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **March 26, 2015, 02:29:09 pm**

Indeed on both counts, good health to you, and try eating better!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 26, 2015, 03:11:08 pm**

Quote from: Dwarf4Explosives on March 26, 2015, 11:08:57 am

Pretzels, Cheezits (seriously, who came up with that name? It sounds like cheese zits.) and Gatorade does not sound all too conducive to your health, and more like the sort of plan you'd come up with while severely sleep-deprived. Hope you get better soon.

They're also foods that are very difficult to trigger vomiting with and that generally absorb excess bile and stomach acid, therefore allowing me to have matter on which to begin my recovery process and fluids with which *not* to succumb to dehydration. Keep in mind that it's what I've been eating since I've had strength to eat and I haven't vomited since. (Even if I had, it's way better to vomit up Gatorade than most other drink-stuffs and the local water is 100% guaranteed to worsen my health.) Also, it's not *my* plan, it's what's worked in the case of not being able to keep food down in the past.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **March 26, 2015, 05:59:29 pm**

Ah, well, that makes more sense. In my case, junk food tends to leave me nauseous, but if that works for you, it's a lot better than nothing.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **March 26, 2015, 06:11:01 pm**

At least that's somewhat more logical than what I was thinking. But eegh, I feel *really* bad for you if Gatorade is a better choice than water. Where do you live?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 26, 2015, 10:37:18 pm**

Quote from: Dwarf4Explosives on March 26, 2015, 06:11:01 pm

At least that's somewhat more logical than what I was thinking. But eegh, I feel *really* bad for you if Gatorade is a better choice than water. Where do you live?

Way too close to the Gulf of Mexico. ;) Also though, our plumbing is bad. We rent. (Not to mention that straight water isn't the best thing to throw on a sour stomach for the same reason you don't wanna drink it after eating something really spicy: It just makes it spread.)

Anyway, how are all of you?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **March 27, 2015, 12:16:59 am**

Pretty good. I am learning much !!Science!! lately.

Title: **!**
Post by: **CaptainMcClellan** on **March 27, 2015, 07:19:40 am**

Dwarf Fortress !!SCIENCE!! or the regular? Also. I went to my first IEEE meeting yesterday and there was videos of much !!SCIENCE!! to be found in the form of what happens when all the careful planning of Power Distribution Engineers just plain *doesn't work*. As I've learned, there's only so many safe-guards you can put in place before a system becomes inoperable, and humans being what they are we can't plan for *everything*. So now and again we get a bizarre and strangely beautiful !!Fireball of Death!! I mean... It looked to be one of those cases of Finagle's Laws at work, excepting they were eventually able to put it out by ignoring the maxims we've doubtless heard thousands of times. (Specifically "Don't throw water on an electrical fire" and "Water and oil don't mix.") It's kind of weird when escalating a disaster into a towering inferno is actually the *desirable* solution, but it's also very rare. Here, enjoy! (<https://www.youtube.com/watch?v=WkDCS8xeobg>) (EDIT: Read the description for more details, if you like. It's very informative, though it reveals that I seem to have got the details wrong, the description makes it sound like the thing went up in the giant fireball all on its own.)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **March 27, 2015, 08:49:03 am**

I had a power outage today, which meant that the internet went offline for a while. They managed to fix it in under five hours, though, which is rather impressive.

At any rate, if you want to see real life yet DF-class !!SCIENCE!!, look up "Stuff I won't work with". It is seriously the funniest thing I've read since the Bacon Like A Pro thread.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **March 27, 2015, 03:10:00 pm**

Both. Heh. Just to put it in perspective, I know more about mechanical engineering and nuclear science than I do basic mathematics.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **March 27, 2015, 03:55:24 pm**

Same thing here. I can visualize the warping of spacetime with ease but I can't figure out even a basic proof in geometry.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **March 27, 2015, 09:29:01 pm**

Hah.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 28, 2015, 08:35:10 pm**

Quote from: Amperzand on March 27, 2015, 03:10:00 pm
Both. Heh. Just to put it in perspective, I know more about mechanical engineering and nuclear science than I do basic mathematics.

I think I do too.

Quote from: Dwarf4Explosives on March 27, 2015, 03:55:24 pm
Same thing here. I can visualize the warping of spacetime with ease but I can't figure out even a basic proof in geometry.

Proofs are annoying.

I need to do my homework soon and will do it about an hour past when I need to start, as I figure.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **March 29, 2015, 07:32:12 am**

Oh, since Vendix woke up, change his profession back to Stoner.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **March 29, 2015, 09:01:05 am**

Do we need to make an offering to Terry before the final turn? One-eyed one-horned flying purple people eaters (<https://youtu.be/Rx47qrH1GRs?t=77>), perhaps?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **March 29, 2015, 11:07:06 am**

No, make blood sacrifices to Armok.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **March 29, 2015, 07:04:32 pm**

Blood for the blood god!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **March 30, 2015, 12:20:56 am**

Armok isn't the one who tends to crash our computers, though.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **March 30, 2015, 12:40:27 am**

Yeah but we don't really want to feed the one that does.

Maybe it'll get hungry and fuck off before DGIII

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **March 30, 2015, 01:15:51 am**

It's better to keep the immortal maniac chaos god on your side than to annoy it.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **March 30, 2015, 01:32:43 am**

Physical form of a god + Tacnuke = ?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **March 30, 2015, 07:26:56 am**

So I've got spring break this week, so now I have tons of free time that I am going to waste working on Murdermachines' ending.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **March 30, 2015, 09:10:40 am**

Quote from: Amperzand on March 30, 2015, 01:32:43 am
Physical form of a god + Tacnuke = ?

Radioactive god. I prefer F₂O₂ for exactly that reason.

Quote from: TheFlame52 on March 30, 2015, 07:26:56 am
So I've got spring break this week, so now I have tons of free time that I am going to waste working on Murdermachines' ending.

Yay!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **March 30, 2015, 10:32:18 am**

It's going to be half story, half modding, half bullshit, and all awesome.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **March 30, 2015, 04:03:16 pm**

I support there being a hundred-and-fifty percent of Murdermachines' end.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 30, 2015, 05:49:09 pm**

Wait, wait. Why are we ending MurderMachines?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **March 30, 2015, 05:52:15 pm**

So we can start Slaughterhelm with a bang and also because I thought up a *happy ending* for Murdermachines. Don't worry, we can keep playing, it just won't be canon.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **March 30, 2015, 05:53:59 pm**

Quote from: TheFlame52 on March 30, 2015, 05:52:15 pm
So we can start Slaughterhelm with a bang and also because I thought up a *happy ending* for Murdermachines. Don't worry, we can keep playing, it just won't be canon.

:|

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **March 31, 2015, 07:42:39 am**

Okay, the story part is going well, but the modding part crashes the game on unpause with no errorlog. Let's see if exterminating the cats fixes it...

EDIT: Oh hey, wow, it actually did.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **March 31, 2015, 08:24:59 am**

Mind if I sig that?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **March 31, 2015, 08:32:44 am**

#4. Go ahead.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **March 31, 2015, 02:24:01 pm**

That's hilarious. Extermination of cats fixed a modding problem? 8)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 01, 2015, 11:53:42 am**

Quote from: TheFlame52 on March 31, 2015, 07:42:39 am
Okay, the story part is going well, but the modding part crashes the game on unpause with no errorlog. Let's see if exterminating the cats fixes it...
EDIT: Oh hey, wow, it actually did.
Are you still working on MurderMachines or have you moved on to SlaughterHelm?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 01, 2015, 11:55:00 am**

Second thing: My spring break begins at the end of this week. If you can hold off I'll be able to devote some serious time to perfecting my mods¹ and assisting in getting Slaughterhelm up and running. As well as fixing my Windmill rig on MurderMachines. (I'm not ready for it to end yet.)

1. Just have to iron out some issues with the Nightbringer so that it doesn't null world-gen half the time but still shows up, refine the Domovoi and reaper entities, try to figure out a way to get domovye to settle in sites and be usable as pets while still being an entity (Or else, how to make them widespread enough so that an entity isn't necessary), and finish inputting the values for radioactive materials and their symptoms, as well as the preventative symptoms.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **April 01, 2015, 12:34:51 pm**

I'm still working on Murdermachines' ending. I can't get the modding part working right, but after I do I'll start posting the end.

EDIT: I'm also producing a lot of weapons and armor and I'm flooding the cavern lake with magma so I can dig out more adamantine.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 01, 2015, 12:53:53 pm**

Quote from: TheFlame52 on April 01, 2015, 12:34:51 pm
I'm still working on Murdermachines' ending. I can't get the modding part working right, but after I do I'll start posting the end.
EDIT: I'm also producing a lot of weapons and armor and I'm flooding the cavern lake with magma so I can dig out more adamantine.
Ok. Just don't render it unplayable, we're definitely having an after the end chapter. If nothing else, I wanna get the battery and the wind farm working and get a uniformed police force. After that, I guess... It'll be based on the interests of others. I don't have as much time as I used to and if I'm'a play Dwarf Fortress, I'd like to play the newest version.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **April 01, 2015, 12:55:27 pm**

I can stop the flooding at any time. All I did was start up the BATTERY and hook it up to some pumps.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 01, 2015, 01:14:20 pm**

Quote from: TheFlame52 on April 01, 2015, 12:55:27 pm
I can stop the flooding at any time. All I did was start up the BATTERY and hook it up to some pumps.
You got it working? Kudos! :D Also, I trust you and it'll be nice to have all the obsidian to work with too.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **April 01, 2015, 01:28:51 pm**

All I had to do was use dfhack's liquids to get rid of all the trees in the BATTERY and make some useless dwarves pump operators to give it a kick start. I've gotten 13 extra wafers so far and more will come soon, as the obsidian is reaching another spire.

If I can't solve the modding problem in a few days I'll just write story and not have screenshots to go with it.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 01, 2015, 01:30:27 pm**

Quote from: TheFlame52 on April 01, 2015, 01:28:51 pm
All I had to do was use dfhack's liquids to get rid of all the trees in the BATTERY and make some useless dwarves pump operators to give it a kick start. I've gotten 13 extra wafers so far and more will come soon, as the obsidian is reaching another spire.
If I can't solve the modding problem in a few days I'll just write story and not have screenshots to go with it.
:o I didn't even think to use dfhack to unclog the BATTERY.

Mmmm, that's fair. No need to further corrupt MurderMachines, I guess.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **endlessblaze** on **April 01, 2015, 01:32:36 pm**

But corrupting is fun....as long as it is not the kind that renders it unplayable.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 01, 2015, 01:36:37 pm**

Mmmmmmmmmmm. I'm not sure I want to try our luck.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **April 01, 2015, 06:22:08 pm**

There is that layer of unreliability to our "Luck".

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **April 02, 2015, 01:20:20 am**

Due almost entirely to Terry.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **April 02, 2015, 02:05:20 am**

Well, I was thinking *regardless* of Terry, but yeah, he's pretty bad too.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **April 02, 2015, 05:26:02 am**

I love how a metaphysically subsisting entity that we spawned and that has destroyed quite a bit of our hardware is only considered "pretty bad".

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 02, 2015, 07:31:35 am**

Quote from: Lolfail0009 on April 02, 2015, 05:26:02 am
I love how a metaphysically subsisting entity that we spawned and that has destroyed quite a bit of our hardware is only considered "pretty bad".
Trust me, I've seen worse.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **endlessblaze** on **April 02, 2015, 07:48:10 am**

The forces of terry, the random number gods, and armok himself, could all team up and turn there full might on us.

It would be considered only a minor issue, or alternativey "YAY !!FUN!!"

This is bay12 after all. I may be a bit new here but I have read enough forts and seen enough of this forum of madness to know how crazy we are.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **April 02, 2015, 02:07:46 pm**

Hah, yep.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **April 05, 2015, 07:47:23 am**

Fuck it, I can't get DF to do completely what I want, so the ending is going to be purely story. Ending will hopefully come sometime in the next week.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **April 07, 2015, 07:28:10 pm**

Alrighty then.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **April 08, 2015, 03:26:06 pm**

I HAVE DISCOVERED THE WAY OF THE GM-EDITOR.

That means the Voidgod is going to be even more powerful! Yay!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **April 08, 2015, 04:29:21 pm**

Why am I suddenly terrified?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **endlessblaze** on **April 08, 2015, 06:43:02 pm**

because

Quote from: Yuli Vlasi

TalonisWolf, sadly the deathcount has not reached the thousands yet. We are at 782 right now.
Fun fact: About 1/7 of all deaths that occured in Murdermachines have been caused by the void god.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **April 09, 2015, 09:46:17 pm**

On second thought, the end will come when I don't have huge English projects. Now I know how Asmoth feels writing Demongate's ending.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **April 10, 2015, 01:39:43 am**

Hah.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **April 10, 2015, 09:37:50 am**

[Robot Devil voice] ♪ Trapped forever here in update HELLLLLLLLLLLLLLLLLLLLLL ♪

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 10, 2015, 10:52:00 pm**

Quote from: TheFlame52 on April 09, 2015, 09:46:17 pm
On second thought, the end will come when I don't have huge English projects. Now I know how Asmoth feels writing Demongate's ending.
Same with my mods, only Math and EECE (Electrical & Computer Engineering) instead of English.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **April 20, 2015, 04:42:03 pm**

Quote from: Lolfail0009 on April 10, 2015, 09:37:50 am
[Robot Devil voice] ♪ Trapped forever here in update HELLLLLLLLLLLLLLLLLLLLLL ♪

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **April 20, 2015, 05:06:38 pm**

I'm to the part where stuff happens. I have no idea how much I have left to write. Half, maybe? It'll be worth the wait, trust me.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **April 21, 2015, 02:13:43 am**

I don't doubt it.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 21, 2015, 04:58:18 pm**

Quote from: TheFlame52 on April 20, 2015, 05:06:38 pm
I'm to the part where stuff happens. I have no idea how much I have left to write. Half, maybe? It'll be worth the wait, trust me.
Write more, write descriptively, revise as much as possible: The more you stall, the longer I have to prepare. Also: Finals soon. Study for finals. We can start in July. :P

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **April 24, 2015, 06:48:07 pm**

Well, whatever's happening, good luck.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheSaberTooth** on **April 25, 2015, 11:03:30 pm**

Forgot my password for a good month
Whats going on in this thread now?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **April 26, 2015, 10:42:14 am**

I'm writing the end of Murdermachines.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **April 26, 2015, 01:53:50 pm**

Veery slooowly.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **April 26, 2015, 07:23:58 pm**

Quote from: TheSaberTooth on April 25, 2015, 11:03:30 pm
Forgot my password for a good month
Whats going on in this thread now?
I'm studying for finals and playing on Steam and doing some prepping on the next game. I might just have to drop the Nightbringers and try focusing on different aspects of my mod.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **April 30, 2015, 06:24:04 pm**

TO KEEP THIS ALIVE YOU GET PART ONE

Armok looked down at his favorite fortress, Murdermachines. He knew it was doomed, be it from voidspawn, demons, goblins, or even simply the stupidity of an overseer. He knew it could not last. There would be a quick burst of blood and then nothing. The constant flow would stop, and Armok would have to move on. So he decided to do something about it.

Flame thought about the shattered military. There were too few dwarves to draft. Even with tricks like the danger room and the shaft of enlightenment, there was still no way to train enough dwarves. Her only hope was to reinforce what she had. With adamantine.

Down in once of the many catacombs, in a forgotten stockpile, there lay a skeleton. Nobody knew who it belonged to, their profession, or even their gender. All they knew is that it was dwarven. There was no moss or lichen on the bones, they had lain there so long the moss had long since died. The bones lay in a rough arrangement, where the corpse had been placed all those years before.

Slowly, the skeleton's bones began to blacken. The gnaw marks from vermin began to fill in with fresh bone. From the joints grew rough gray ligaments and muscle. Over the muscle formed shining gray skin. Through the skin the glow of the earth's blood could be seen. Closed eyes and a mouth formed on the face. The eyes opened, revealing a fiery glow beneath. Finally, a magnificent beard of glowing blue strands grew on the face.

Armok rose from where he lay. He walked into the nearby catacombs, raising his godly hand toward the coffins.

Wolfkit chipped away at the adamantine, cutting it into a boulder. Suddenly, his pick met no resistance. The adamantine crumbled away to reveal a grinning, contorted face. He barely had time to cry out before being consumed in fire.

Flame stood in front of one of the coffins of her former bodies. She occasionally visited the catacombs, for sometimes her past lives remembered helped her in this one. Suddenly, her perception seemed split. She felt as if her whole body was itching terribly, but it didn't. She saw darkness, but she also saw the coffin in front of her. She pushed the coffin lid open, but she stayed standing where she was. And she saw herself standing in front of her coffin, and she saw herself rise out of the coffin in front of her, fully formed and very much alive.

All around her, corpses rose from their coffins, flesh forming on their bones. And in the center of it all, a dwarf with metal skin and glowing eyes. A god. Armok.

Armok turned his glowing eyes toward the overseer. He opened his mouth and spoke. "I HAVE GIVEN YOU A BOON, TERRYSLAYER. USE IT WISELY. YOUR BROKEN MILITARY MAY NOT BE ABLE TO WITHSTAND WHAT IS COMING. SO I HAVE GIVEN YOU THE TOOLS TO FIX IT."

As he spoke, a cry was heard from the depths.

"DEMONS IN THE DEEP!"

A second cry echoed down from above.

"VOIDSPAWN! DWARVES TO THE GATES!"

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **April 30, 2015, 11:15:54 pm**

That moment when you realize divine intervention probably won't be enough.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **May 01, 2015, 12:20:56 pm**

Poor Armok. Sure, we may have almost four or five hundred dead dwarves in our catacombs, but can they take on both the Voidspawn and the demons?
...
Or at least, that's what I thought until I remembered that we probably have both of the prime incarnations of the Void God down there.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Wolfkit** on **May 01, 2015, 12:23:37 pm**

What, I didn't even get a swing in at the demons before they killed me? That's positively undwarven! I must restore my honor!
...I wonder if I can invade the elven afterlife? A good slaughtering of elven souls ought to restore my standing.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **May 01, 2015, 12:37:48 pm**

Wolfkit, whenever we start up the next fort, I'll put you to work on a massive magma-based deathtrap. You'll kill plenty of demons, I promise.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **May 01, 2015, 02:06:07 pm**

Demons like magma. It tastes like Kool-Aid, I'm told. Only fatal over the long-term, and as a result of obesity.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Dwarf4Explosives** on **May 01, 2015, 02:29:31 pm**

They don't like getting rammed facially with it as it spouts up several z-levels into the air and also into a platinum wall* though, right?

*I want to make it out of platinum because of the way density is calculated. And anyway, I'll only need one block to be made of platinum. It's a spike-dodging and magma pressure mine combo design. My plan is to make a giant magmatic hand with extended middle finger. We're inevitably going to build another BATTERY, so we might as well use it.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **endlessblaze** on **May 01, 2015, 02:29:45 pm**

Quote from: Dwarf4Explosives on May 01, 2015, 12:20:56 pm
Poor Armok. Sure, we may have almost four or five hundred dead dwarves in our catacombs, but can they take on both the Voidspawn and the demons?
...
Or at least, that's what I thought until I remembered that we probably have both of the prime incarnations of the Void God down there.

Also when we consider the goblite we might still have.

Crappy weapons (and the rare good ones) in the hands of whatever crappy skilled dwarfs are down there my not be that effective, but that's alot of dwarfs.....

And the ones with millitary skill.....

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **May 01, 2015, 03:09:38 pm**

I could have done this in the actual save and given screenshots, but shit didn't work out. I have figured out a way to do it, though.... In DF2014. So if we do this again, I can actually give screenshots and a more realistic story.

1. Destroy all coffins
2. Wait for ghosts
3. Turn ghosts into people using gm-editor
4. Profit

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **NCommander** on **May 02, 2015, 07:55:39 am**

Quote from: TheFlame52 on May 01, 2015, 03:09:38 pm
I could have done this in the actual save and given screenshots, but shit didn't work out. I have figured out a way to do it, though.... In DF2014. So if we do this again, I can actually give screenshots and a more realistic story.

1. Destroy all coffins
2. Wait for ghosts
3. Turn ghosts into people using gm-editor
4. Profit

Cave-ins and supports.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **May 03, 2015, 04:12:32 pm**

Where's the fun in that?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Ianflow** on **May 18, 2015, 02:39:25 am**

Any progress on the rest of the ending?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **May 18, 2015, 02:16:35 pm**

I should probably get on that.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **May 29, 2015, 03:48:49 am**

Quote from: TheFlame52 on May 18, 2015, 02:16:35 pm
I should probably get on that.

Oh good, I'm not the only one who totally dropped the ball and spent like three weeks (?) doing other stuff. Any word on the next release?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **May 29, 2015, 02:54:34 pm**

THREE MORE DAYS OF SCHOOL AND THEN ALL THE FREE TIME IN THE WORLD

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **May 29, 2015, 04:15:38 pm**

Pfft. YAY FOR FREE TIME!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **June 01, 2015, 01:42:02 pm**

Quote from: TheFlame52 on May 29, 2015, 02:54:34 pm
THREE MORE DAYS OF SCHOOL AND THEN ALL THE FREE TIME IN THE WORLD
Yay!!!

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **June 08, 2015, 10:17:09 pm**

Three days?

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **AoshimaMichio** on **June 08, 2015, 11:50:32 pm**

Quote from: TheFlame52 on May 29, 2015, 02:54:34 pm
THREE MORE DAYS OF SCHOOL AND THEN ALL THE FREE TIME IN THE WORLD

Free time is an illusion.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **June 09, 2015, 05:22:53 am**

Quote from: Lolfail0009 on April 10, 2015, 09:37:50 am
[Robot Devil voice] ♪ Trapped forever here in update HELLLLLLLLLLLLLLLLLLLLLL ♪

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **June 09, 2015, 08:56:08 am**

I'll work on it some after I finish making this bread, and the dough is done warming up now.

Flame, shaking herself out of her stupor, looked around at the newly risen dwarves. They were somewhat confused, but they knew gods were involved somehow and took it in stride. They'd seen stranger things at Murdermachines. Terry, who had been buried nearby, couldn't remember anything and said his name was Datan. Void spirits left their bodies and found their old favorite bodies. Also, they were all naked, which would have to be fixed.

The nudists streaked their way straight to the nearest finished goods stockpile where they put on cast off goblin clothes and the occasional dead migrant sock. Flame set about assigning anyone who had ever been in the military to a squad. In the meantime, hordes of undying and fearless civilians held off the voidspawn and demon hordes. AnimaRytak was restored to the position of militia commander. The forges made armor and weapons galore. As the smiths dipped the steel into the magma for heating, it emerged glowing blue like new adamantine, but with the weight of steel. They dubbed the new metal Armoksteel. Dwarves were assigned their weapon of choice. The military suited up for battle.

Flame dispatched the newly risen military to surface and the adamantine mines. None too soon - dwarves whose corpses burned in demon flames could not be resurrected, and dwarves turned to voidspawn could not be turned back after death. She herself went with the crossbowdwarves to the depths to shoot flame demons.

Soldiers led by Microblighted and Flame ran down to the depths. The demons had made it is far as the cavern outpost before meeting the dwarves. They were barely injured by the brave civilians, who had merely delayed them. The demons charged, expecting to make short work of the beards.

Bolts flew and struck true, exploding many of the more incorporeal demons before they had even reached the dwarves. The demon charge was stopped in its tracks by a wall of Armoksteel and dwarven muscle. Demon and dwarven limbs flew and blood and goo flowed across the stone. But the demons were being pushed back. Every dwarf that fell rose again seconds later and rejoined the battle. The demons were powerful and terrifying, but there were only so many against the infinite onslaught of the dwarves. The demons were dead and beaten.

At the same time, more soldiers led by Anima rushed to the surface, where the voidspawn were just barely being held back by civilians aided by Prosnorkulus and a few other soldiers. A patriarch dueled him, pushing Prosnorkulus and the soldiers back while leaving the civilians vulnerable to attack by the soldiers. Several dwarves had already been turned and fought their comrades, eyes empty.

The new rush crashed into the voidspawn horde, pushing it back. Anima's axe and hammer joined Prosnokulus' sword. Heads shattered, limbs flew, taint flowed like rivers. The patriarch lost first one arm, then a leg, crashing down against the wall. It lost another arm, then its head. The last of the voidspawn thralls died. The day seemed won.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **June 11, 2015, 11:07:31 am**

x_x

Guys, my laptop completely borked.* :| I'm recovering the files to an external hard-drive atm, but yea... When that happens, I'll submit the mod code for the reapers. I'm not gonna bother with the other things. I'll use them some other time. Question though, are we still waiting for DF2015?

*Translation: The main partition of my harddrive's filesystem is inconsistent - ie it failed some checksums and the boot sector (of that partition) is probably totally fried. My laptop can still be used for some things and likely as not I can nuke the partition and reinstall everything, which is what I'm'a do after I'm satisfied that I have recovered the core things that I need to get back. I'll have to figure out how to get around the bad sectors. Just to answer everyone's question: I am broke and about to be in escrow for who knows what else... (school, girlfriend, food, random unwarranted taxation, etc.) I have to keep slapping on the band-aids until the laptop just gets fed up with me and flies away.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Amperzand** on **June 11, 2015, 08:11:22 pm**

That's pretty much my situation, so I sympathize.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **June 25, 2015, 10:25:14 am**

But the victory was not to last. From the walls sounded an alarm - more voidspawn! An army the likes of which the world had never seen, their black carapaces glittering in the sun, patriarchs and overlords standing high above the trees. The army stretched back as far as the eye could see in all directions.

And leading the army was a colossal patriarch, hundreds of feet tall, with a carapace that absorbed all light and eyes that glowed like fire.

"FLAME," the patriarch boomed, "SEND OUT ANIMARYTAK TO FACE ME IN COMBAT, LEADER VERSUS LEADER. IF HE WINS, I WILL MAKE YOUR END SWIFT! IF HE REFUSES, I WILL CRUSH THIS FORTRESS TO DUST!

Flame, having arrived at the surface by now, shouted back. The patriarch did not hear because he was miles away. The army marched closer.

Dwarves readied their weapons for battle. The crossbowdwarves retreated - bolts were useless against a foe that could break both legs and keep walking. The first wave came, all thralls, who clogged what traps were left before dying against the dwarves' blades. The second wave came, a mix of soldiers and more thralls, which died too. More and more voidspawn came, in an endless flood, dying and dying. The dwarves were bogged down amid the corpses and knee-high blood. Dwarves died and rose, but some were turned before dying and did not rise again. The dwarves were slowly pushed back into the fort.

The dwarves had the advantage inside the fort - the voidspawn had to stop and unclog the tunnel of corpses every so often. During one such break, Anima spoke to the rest of the dwarves. He had to shout over the noise of the voidspawn screaming rage though the wall of voidspawn bodies and the carapace crunch of the voidspawn eating their own dead.

The dwarves were exhausted. They had been fighting for days with no rest, food or drink. Their bodies regenerated after each death, but not their morale. The dwarves were all in various stages of rot from the voidspawn's poison. As they stood waiting, one dwarf finally gave into the rot and collapsed, dead. She quickly stood back up, revived and fully regenerated.

"IF THIS KEEPS UP, WE'LL BE OVERWHELMED. WE'VE BARELY MADE A DENT AND WE'VE BEEN FIGHTING FOR HOURS. THERE ISN'T ANYONE HERE WHO HASN'T DIED AT LEAST THREE TIMES, EVEN ME. SO LET'S TRY SOMETHING ELSE. LET'S OPEN UP AN OLD ENTRANCE AND TAKE A FEW DWARVES TO GO KILL THE HUGE GUY."

There was a general murmur of assent.

"OKAY, I'M GOING TO GO MYSELF OBVIOUSLY, I WANT NCOMMANDER, MICROBLIGHTED, THE MAD FOOL, PROSNORKULUS, AND SABER. WE'RE GOING TO GO OUT THE OLD BLOCKED-OFF DRAWBRIDGE ENTRANCE, THE CINNABAR AND RUTILE ONE. BALTHARAAZ, SANDIEGO, MR.STRANGE, GROMBARDRIM, SCALIPER, DERM, TRYRAR, YOU GUYS IN THE BACK, HOLD DOWN THE FORT WHILE WE GO. I'M GONNA SNAG A CIVILAN ON THE WAY THERE TO TAKE DOWN THE WALL. WE'LL TRY TO DO THIS SNEAKY UP UNTIL WE GET FOUND AND THEN WE MAKE A DEAD RUN FOR THE BIG GUY. LET'S GO!"

Anima and his crew filtered out of the crowd of militiadwarves and into the fortress proper. The first civilian he saw was none other than Baelor, carrying a pot of booze to the sober militia. Anima told him to drop it and come with him. With a miner, they could make their own exit. The group ascended to the soil layer and Baelor began digging. After a short while, the tunnel broke out behind the massive patriarch.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **June 25, 2015, 01:37:58 pm**

Anima pressed his now exposed back against a tree as he watched Microblighted's corpse being carried away. The patriarch laughed at him. "YOUR ALLIES ARE DEAD, ANIMARYTAK. EVEN NOW, MY SOLDIERS ARE IN YOUR PRECIOUS FORTRESS, KILLING THE LAST OF YOUR FRIENDS. GIVE UP."

Anima was furious. Not much could get into his black heart, but this did. How dare this creature taunt him! "I CHALLENGE YOU TO SINGLE COMBAT! GOD AGAINST GOD! TERRY!"

"AH, YOU GUESSED CORRECTLY, VOIDGOD. I HAVE FOILED YOU AND YOUR ILK AT EVERY TURN. YOU GREW ENRAGED AT ME. YOU DEFEATED ME AS I DEFEATED YOU. BUT YOU COULD NEVER BEAT ME."

"VERY WELL THEN. I ACCEPT YOUR CHALLENGE!" Terry shouted as he swung one of his massive axes down at Anima. Anima blocked it with his own axe, the collision sending out a shockwave that knocked branches from trees and kicked up a cloud of dust. The voidspawn moved back to make room for their general to maneuver.

The last dwarves backed slowly down the tunnel. Most were civilians that had picked up weapons from burned militia or wrestled them away from voidspawn. All hosted void spirits. More void spirits floated invisibly around the dwarves.

The demons had come up behind them, slaughtering the defenders. No one knew where Armok had gone. The fort was lost. The dwarves were just fighting to survive. Outside the tunnel, voidspawn and demons fought over who would wipe out the last of the dwarves.

The hallway dead-ended. There was no way out. Zasit heard the demon pounding on the door. There would be no more flight. It was time to fight. Zasit loaded her crossbow and aimed at the door.

The demon burst through the door and ran head-on into an Armoksteel crossbow bolt. It roared in pain and charged.

Zasit reloaded her crossbow and fired a second bolt. She fell into the old rhythm. Load. Aim. Fire. Load. Aim. Fire. Load, aim, fire, load, aim, fire, load-aim-fire-load-aim-fire-loadaimfireloadaimfireloadaimfireloadaimfire

The demon ran, then walked, then crawled, then slithered. Its roars became weaker and weaker under the hailstorm of bolts. Zasit did not think about why her quiver had not run out, or why she had any bolts at all - she had run out ages ago. Finally, the demon burbled its last breath. Zasit lay back against the wall, exhausted.

ONLY ONE PART LEFT AND IT'S ALREADY WRITTEN

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **June 29, 2015, 09:59:14 am**

[Quote from: CaptainMcClellan on June 11, 2015, 11:07:31 am](#)

x_x

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Nope. My laptop's hddrive is completely* gone. Wheeeee. All my mods are gone so at least those won't be holding us up anymore. Also, if anybody knew/cared, my vacation mostly went well. (For everyone's info tho, I did successfully recover a lot of my things to an external hard-drive, but then that broke too. I may try again, but I'll be saving the mods for something of my own if they're even among what could be salvaged from my laptop.)

*I'm booting into a small Linux distro installed to a recovery partition. Main partition is dead.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Lolfail0009** on **June 30, 2015, 06:21:26 am**

You tried your best

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **CaptainMcClellan** on **June 30, 2015, 10:16:13 pm**

[Quote from: Lolfail0009 on June 30, 2015, 06:21:26 am](#)

You tried your best

I know... Thanks for understanding. :)

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Blitzgamer** on **September 03, 2015, 01:53:03 pm**

Wish to be dorfed, male swordsdwarf, must like microline

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **September 03, 2015, 01:58:29 pm**

Fort's over, man. I'm just waiting for the next version to post the final chapter and start the new fort.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Blitzgamer** on **September 03, 2015, 03:56:10 pm**

Then in the next fort I shall be dorfed

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **September 03, 2015, 04:23:43 pm**

sure m8

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheImmortalRyukan** on **October 31, 2016, 06:48:47 pm**

Been reading this masterpice, must say, I hope the sequel to this sequel is as good.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheFlame52** on **October 31, 2016, 06:57:22 pm**

You're going to be waiting a while.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **TheImmortalRyukan** on **October 31, 2016, 08:12:30 pm**

[Quote from: TheFlame52 on October 31, 2016, 06:57:22 pm](#)

You're going to be waiting a while.

Isn't there a sequel in the works, or am I wrong? last I checked there was.

Title: **Re: Murdermachines - Return of the VoidGod (Deathgate II)**
Post by: **Imic** on **November 01, 2016, 01:27:15 pm**

I will do it. In spite of my eternal lack of free time, I will try if need be. I will find a world that is good. It could be done. It could be done. FOR THE THREADNOMANCERS!!!!